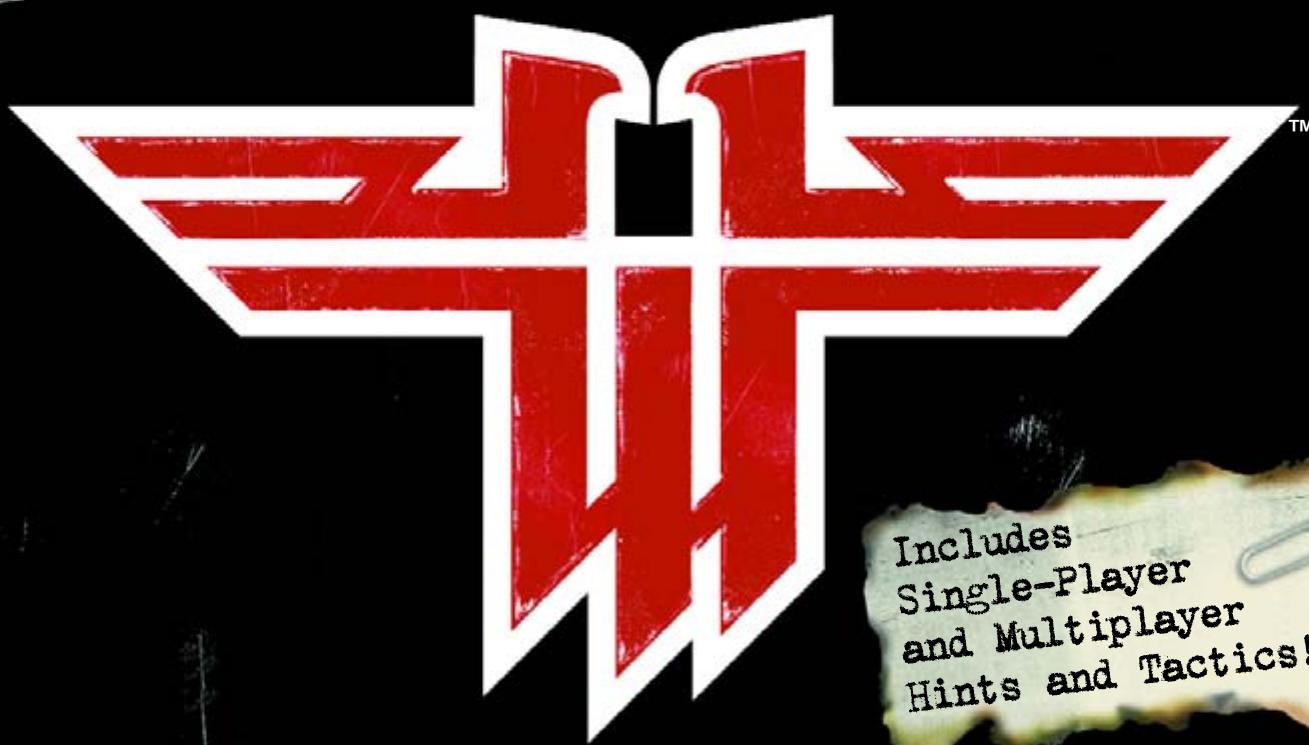


PRIMA'S OFFICIAL STRATEGY GUIDE

RETURN TO CASTLE

Wolfenstein™



Includes
Single-Player
and Multiplayer
Hints and Tactics!



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RETURN TO CASTLE Wolfenstein™

Prima's Official Strategy Guide

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To Rama, Brendon, and Glen "TheDeathJester" for an instructive hour, hope to see you on-line.
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Wolfenstein, We Have Returned



OSA

OPERATION RETURN TO CASTLE WOLFENSTEIN

14 JUL 1942

~~TOP SECRET~~

Welcome Back, Soldier

It's been a long time. The dust has long since settled and the castle has been a gray smear in the back of your memory. You've forgotten most of what you used to know so well. The corners and secret walls, the shouts and shots are all a blur—no sharp images remain in your mind.

You thought the war was over.

It seemed as if Castle Wolfenstein would simply recede into the mists of time, a legend, never seen but often mentioned. The one, they say, that started it all. Some of us try to remember it from experience: the colors, the shapes, the sounds. Most only hear tales, see pictures here and there, listen to those who lived through it, and watch its inspired descendants. It was the granddaddy, establishing a lineage that spread across every platform and has no end in sight.

Yet you thought it was gone.

Then came the rumors, the speculation, the hopeful whispers on boards and chat rooms. It might happen, the dust was being swept away, the stories were being retold. There could be a rebirth. There would be a return.

Now the waiting is over and you've got it. It's loading as you read this, taking longer than you expected, but that's good. Each minute means more that you get to explore, more challenges that you'll face. You're guessing what might be in there, what you might find. You'll never know, however, until you *Return to Castle Wolfenstein*.

Welcome back, Solider. It's been a long time.

Roll Call

B.J. Blazkowicz

One of the top agents for the OSA (Office of Secret Actions), Blazkowicz is a U.S. Army Ranger with not a lot to say. His actions, though, more than make up for his lack of chatter. It's 1943, and his talents are needed to investigate the strange goings on within the Third Reich that have recently come to light. It is hoped that Blazkowicz can shed some light on reports of an increase of occult activity in the Germany hierarchy. To that end, he is sent with a partner, Agent One, into Castle Wolfenstein. Contact is lost. The OSA has no option but to wait and see what has become of their boys.

The OSA

The Office of Secret Actions is a joint venture between Britain and America, created to pursue clandestine operations behind enemy lines. Information flows in from their agents in the field, and contacts within the resistance movements of German-occupied Europe. The OSA chases down these threads of intelligence, trying to figure out what the Nazis are planning next.

Now reports are coming in that don't make sense. It appears that Heinrich Himmler has set something in motion. Always a believer in the occult, Himmler's SS Paranormal Division seems unusually active. The OSA send in their best men to find out exactly what is going on.



The Director

This Englishman is a capable man who puts nothing past the Nazis. He will not dismiss a report out of hand just because it may seem outlandish. For however strange it appears, the truth must be uncovered, or there could be a nasty surprise for the Allied forces.

Jack Stone

The Director's trusted assistant, Jack Stone is an American with a keen mind and a thorough knowledge of the workings of the German war-machine. His advice is heeded by the highest officials, and he is responsible for collating much of the information that comes into the OSA.



The SS Paranormal Division

Heinrich Himmler is a high-ranking official in Hitler's Third Reich. He's an evil, soulless bureaucrat, architect of some of the worst atrocities of the Nazi regime. In *Return to Castle Wolfenstein*, Himmler has founded the SS Paranormal Division, a collection of Germany's most ardent occult followers, dedicated to finding preternatural ways to further their country's war of conquest.

Now Himmler is chasing down a myth. A tale from centuries past has yielded a glimmer of light. It may be nothing, but Himmler and his cronies are bent on finding out. They've uncovered pieces and parts that, when brought together, could spell disaster for the free world. The OSA has caught wind of it, and is ready to pit their best against the slightest chance that the round-spectacled little man could unleash something ancient and horrible.

Deathshead (a.k.a. Wilhelm Strasse)

This Nazi's skull-like visage and twisted scientific research has earned him his nickname, Deathshead. A high-ranking officer in the German army, Strasse is close to Himmler but does not subscribe to any of the man's occult beliefs.

Deathshead has two passions: science and machinery. He has spent years on his Project Über Soldat, fusing metal and flesh with horrific results. His experiments have spawned a host of creatures no longer human yet not fully mechanical.

It is his firm belief that Germany's victory is dependent on his work—a view not shared by Madame Blavatsky or Heinrich Himmler. Perhaps because of his rejection of the occult, Deathshead is a formidable foe. He gives credence only to that which is tangible, and fights guns with guns. Do not underestimate his creations simply because his superiors do.



Oberführer Marianna Blavatsky

Madame Blavatsky has studied the black arts for some time. She has established herself as the premier practitioner of the occult within the borders of Nazi Germany. As such, she has the ear of Himmler, and vast power within the SS Paranormal Division.

Blavatsky has mentored many in the occult. Helga von Bulow is known to be one of her most passionate followers. With patience and study, the Oberführer has compiled information that could point the Nazis to a power greater than any yet known to the modern world.

Helga von Bulow

This headstrong woman has studied under Marianna Blavatsky and does everything she can to help her teacher. Helga has become a leader in her own right, establishing the Elite Guards to further the cause of the SS Paranormal Division.

While she has learned much from the Oberführer Blavatsky, von Bulow tends to be impetuous. She tries too hard, sometimes, running headlong into situations where discretion may be necessary.



Basics

Consider this boot camp, soldier. You won't survive out there if you don't learn what's in here. As an Army Ranger, Blazkowicz is highly trained in essential combat skills, but before any serious mission, it never hurts to brush up. Let's review the combat field training that provides you with the fieldcraft skills essential to operate and survive in a combat environment. For a brush up on your weapons training, see the "Weapons" section.

We expect you'll customize your control keys. Everyone has a different idea of where the jump, walk, and reload buttons should be, so use what you find comfortable. When we need to tell you to do something, we'll use the generic term—"Jump button," "Action key," etc. You can assign those actions to whichever keys you prefer.

Movement

On your missions, you encounter all types of obstacles and terrain. Listed here the basic moves that every OSA Agent should know in order to navigate successfully through the missions and make it out alive.

Walking

Though running should be your default method of movement, walking plays a key role in your survival. Unlike running, walking allows you to move in silence, permitting you to sneak up on enemies and quietly pass through doors. Often

this means you can sneak into a room or behind an enemy without the risk of being heard or shot at. This helps you conserve ammo and prevents risk to your health. However, walking is slower than running, so toggle back to run if you need to cover a lot of ground without the need for silent steps (figure 2-1).



Fig. 2-1. Walking allows you to sneak up close behind an enemy without him or her realizing death is a moment away.

Sprinting

There will come a time where simple running is not fast enough. This is where sprinting comes into play. The sprint feature gives you a boost of speed, making you run faster. This is helpful when evading enemies or explosions, or for running quickly from one point to another. Sprinting can also be teamed with jumping to jump farther for those hard-to-reach places.

Sprinting draws energy from your stamina meter, limiting the length of time you can sprint. Your stamina regenerates over time, but not if you continue to hold the Sprint button. Keep an eye on this so you don't find yourself in a situation you can't sprint out of (figure 2-2).



Fig. 2-2. Keep an eye on your stamina meter to the left as you sprint. You cannot sprint when your stamina is gone.

Crouching

Crouching is one of the most useful movements available to you because you can use it in a variety of ways. Crouching enables you to duck behind cover to escape enemy fire, and allows you to crawl through vents, windows, and other small openings (figure 2-3). The crouch feature is also the only method of movement that permits you to move while keeping your scope up, allowing you to slowly change positions without taking

your eye off your target. Though walking when crouched is slow and causes you to wobble, you can also use crouch as an alternative to walking in order to move silently and sneak up on enemies. As an added bonus, crouching gives you a low center of gravity, making your shots more accurate. This is helpful when sniping.

Fig. 2-3. Use crouch to crawl into vents and other hard-to-fit places.



Jumping

Jumping allows you to hop onto things such as crates and ledges (figure 2-4). Jump can also be used with sprint to jump farther to reach otherwise inaccessible areas. Hold the Sprint key, press forward, then press your Jump key to soar across large distances. If you're in a pinch, use jump to escape or dodge enemy fire. However, like sprinting, jump decreases your stamina meter, so monitor your stamina usage before making a jump.

Fig. 2-4. Use jump to hop onto this desk to reach the secret behind the picture.



Swimming

There are places throughout the game that require you to take a dip (figure 2-5). Swimming often takes you to a Secret Area or to alternate underwater passages. Like in life, you need air to breathe. Staying under water too long causes you to lose health and drown. While you are underwater, enemies can fire at you (if they're above the water), but you cannot fire back. With exception of the Knife, weapons will not work underwater.



Fig. 2-5. Take to the water when walking isn't an option

Leaning

Want to see what lies around the corner without risking your neck? Leaning allows you to poke your head out to see around corners with a low chance of being spotted by an enemy (figure 2-6). This is useful on stealth missions, when it is vital that you go undetected. Look in the "Tactics" section of this guide for detailed leaning techniques.



Kicking

Use the kick to break objects or, on occasion, to help defeat an enemy (figure 2-7). Though the kick is not as strong as a "true" weapon, when teamed with the Combat Knife, it is a great way to conserve ammo while inflicting a great amount of damage.

Use the kick to open doors quickly, allowing you to enter a room blazing. When using kick to open doors, however, enemies are more likely to hear your entry.

Fig. 2-7. Rather than waste precious ammunition, use the kick to break through these planks.



NOTE

A useful move against the undead is the Kick/Knife combo. When a zombie crouches behind its shield, this combo is most useful. For those true soldiers out there, challenge yourself to see how far you get with just a boot and a knife.

Hint Icons

As you explore, an icon may pop up at the bottom center of your screen. These are Hint Icons. They indicate that an action can take place in front of you. This is often how you know if you can pick up an item, break an object, or climb a ladder.

Hand Icon



The Hand icon indicates something you can pick up or operate by pressing the Activate key. This icon pops up when you are facing weapons, armor, Fist Aid Kits, or other items. This icon also appears as you walk in front of switches, buttons, or other objects that you activate (figure 2-8). A crossed-out hand indicates the item cannot be activated at this time.

Fig. 2-8. The Hand icon has appeared, letting you know that you can activate this switch.

Breakable Icon



The Breakable icon appears when you are standing in front of an object you can destroy (figure 2-9). These objects include pictures, cabinets, and vent covers. Often, a Breakable icon appears in front of objects or breakable coverings leading to Secret Areas.



Fig. 2-9. The Breakable icon indicates you can break this cabinet to reveal hidden items.

TIP

Want a bigger challenge? Turn off Hint Icons in your Options menu. You'll have to keep very sharp to find everything.



Ladder Icon



The Ladder icon appears when you are in front of an object that can be climbed. When this icon appears, walk forward onto it to climb up, or carefully walk backward onto the object to walk down. What you can climb isn't always obvious. The icon appears at the back of trucks (so you can get into the bed) or by drainpipes, among other things. Be on the lookout for it if you're stuck or are searching for items.

Fig. 2-10. If it wasn't for the Ladder icon appearing, you may never have known you could climb this tower.

Backstab Icon



The Backstab icon appears only when you sneak up behind an unsuspecting enemy with your Knife in hand. Backstab allows you to silently and instantly kill enemies. Slyly sneak up behind him until the icon appears, then quickly thrust your knife into his back (figure 2-11).



Fig. 2-11. When the icon appears, carve your initials into an enemy's back.

Exit Icon



The Exit icon indicates you are in front of the exit. Walking forward from this point brings up the mission review, ending the level (figure 2-12).



Fig. 2-12. The icon indicates you have made it to the exit.

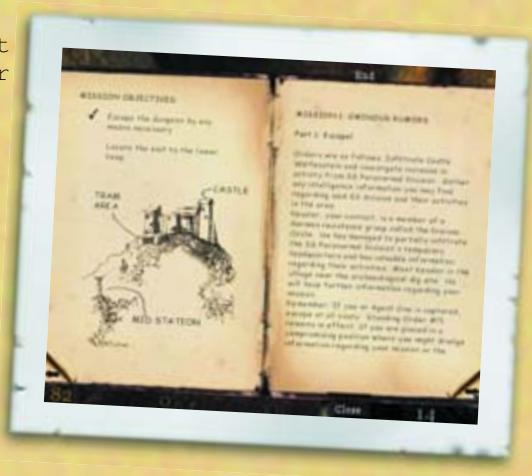
Journal and Clipboards

Reading is fundamental, even in this game. Information in the journal and clipboards help you complete your missions and unravel the story of Castle Wolfenstein.

Journal

Access Blazkowicz's journal during gameplay to get a summary of your current mission as well as a debriefing from your previous mission (figure 2-13). Look in the journal to check on mission objectives if you are wondering what to do next. An icon of an open book appears at the bottom of your screen when your journal is updated. Continue to refer to this for updates and current progress throughout each mission.

Fig. 2-13. This journal is your in-game source of information.



Clipboards

Find clipboards on desktops and hanging on walls throughout the game (figure 2-14). Read them as you pass to learn more tidbits of the game's story line and other information pertaining to the level in which you find them.

Fig. 2-14. Read clipboards like these to help the story unfold.

Goals

As you reach the end of a level, you are shown a Mission Stats box listing your totals for that level. Each level lists the number of objectives completed as well as the time in which you completed the level, the number of attempts you made, and your totals for the treasures and Secret Areas.

If you have not completed your objectives, you cannot exit the level. Refer to your journal to check what objective you missed, go back to complete

it, then return to the exit to move on. If you are displeased with your totals or are shown that you missed an item, quickly turn around before walking on and ending the level. Listed is a breakdown of each goal presented at the end of a level (figure 2-15).





Fig. 2-15. This box lists the totals of your goals for each level.

Time

This is the time it took you to complete the level.

Objectives

This is your total of completed objectives out of the number of objectives possible. You cannot exit the level until all objectives have been completed.

Secret Areas

Here is the total number of Secret Areas you found out of the total of Secret Areas present.

Treasure Items

This is the total amount of treasure you found. If you are missing any, turn around and search for the remaining treasure.

Attempts

This number represents the amount of times you restarted or quick loaded during the level in order to complete it.

Saving/Loading

There are two ways to save your progress in *Return to Castle Wolfenstein*. One is the traditional save accessed through the Pause menu, and the other is a quick save used to save in the middle of play. Though both save your game, the quick save acts as a place marker within the level; each time you quick save, you erase the previous quick save. Regular saves can be named and don't erase each other. A regular save at the beginning of each level is helpful if you want to go back later and replay a section of the game.

The quick save is a helpful feature because it allows you to save as you complete tasks or objectives while continuing to play. Use your quick save before entering doors, fighting bosses, or performing difficult tasks. This allows you to return to the point of your quick save if you foul your mission without restarting the level from the beginning.

Paired with quick save is its sister command, quick load. Let's say you've set a quick save right before a difficult point in the game. You miss a few shots and boom, you're meat and need to try again. Simply press your quick load button and like magic you'll be transported back to the point where you quick saved. This combination is a potent one, you'll use it often.

Weapons and Items



OSA

OPERATION RETURN TO CASTLE WOLFENSTEIN

14 JUL 1942

~~TOP SECRET~~

Weapons

When we say lock and load, we mean it, soldier! You're going to be dealing with the finest weaponry that those damn Nazis have. What do you mean, you're on the Allied side? You think you're going to be able to carry the whole Colt ammunition factory behind enemy lines to keep your clips full? You're an OSS Agent, Blazkowicz, and as such you must adapt to survive. There's no supply line, there's no reinforcements, and there sure aren't any aviators dropping supplies on your head like manna from heaven.

You are sent in with a light load of Allied ordnance...sometimes. But once you run out, you'll be thankful you learned these briefs on the hardware you're likely to encounter. Here are the weapons featured in *Return to Castle Wolfenstein*. This section is broken down to show how each weapon works, what it is capable of in terms of damaging foes, and what advantages and disadvantages a weapon has. Also, there are effective strategies to use with each weapon.

Some weapons—such as the Mauser with the Sniper Scope, the M1S Snooper Rifle, or the FG42 Paratrooper Rifle—have an alternate action that brings up the scope. We'll mention it in the descriptions here.

Your crosshairs change as you fire. The lines get bigger as you hold down the trigger. That indicates your accuracy is getting worse as the kick messes up your aim. Use controlled bursts of fire to control that drift when using the machine guns.

NOTE

Weapons with a long name are referred to with an abbreviated name throughout the walkthrough. For example, the "FG42 Paratrooper Rifle." As you go through the walkthrough, "Paratroop" or "Paratrooper Rifle" will be used instead.



Combat Knife

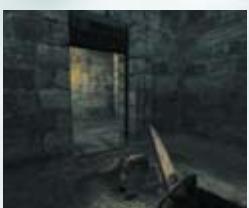
Damage: low
Rate of Fire: n/a
Maximum Ammo: n/a

Strengths:
 Better than nothing. Silent.
 Needs no ammo.

Weaknesses: Shooting things takes less time and is easier (but noisy).

The Combat Knife is your first weapon. It's a melee weapon for use only in close quarters. Its attack lets you thrust with lightning-fast speed. The Combat Knife also allows you to dispatch an enemy silently if you attack (unnoticed) from behind. Sneak up to an enemy by crouching. When the Backstab icon pops up at the bottom of the screen, strike. Hack and slash away!

Rushing an enemy head-on with this weapon is suicide. Use the Knife to destroy objects so you can save ammo.



Luger

Ammo Type: 9mm
Damage: low
Rate of Fire: slow
Maximum Ammo: 8 in the clip, 300 in reserve
Attachments: Silencer



Strengths: With the Silencer, it's stealthy.

Weaknesses: Effective weapon in the beginning levels, but eventually outclassed.

The Luger was the standard handgun in the German army. It is accurate and is best used at medium range. Equipped with a Silencer, it is a deadly weapon for unsuspecting enemies. Go for the head shot.

It's not a terrible weapon; it's just not as good as your later finds. Also, you

must have a steady hand to nail targets at long range.

Use this weapon to conserve ammo for other weapons or to destroy objects. The Luger uses 9mm, the same ammo as the MP-40 and the Sten.



Colt .45

Ammo Type: .45 cal.
Damage: low
Rate of Fire: slow
Maximum Ammo: 8 in the clip, 300 in reserve
Alternate Fire Mode:
Dual Colts

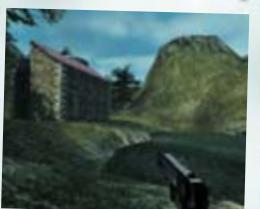


Strengths: It's accurate and strong.

Weaknesses: It's slow, and ammo availability throughout the levels is limited.

The Colt .45 is comparable to the Luger in that it's a solid weapon, but faster, stronger weapons quickly overtake it. Considered the finest American sidearm, use the Colt .45 for close combat. It is accurate.

Do not use it much because it burns the same ammo as the Thompson SubMachine Gun. And the Tommy gun is a hell of a gun. If you're not a Thompson fan, use the .45 to conserve the ammo of other weapons or to destroy objects.





MP-40

Ammo Type: 9mm
Damage: medium
Rate of Fire: medium
Maximum Ammo: 32 in the clip, 300 in reserve



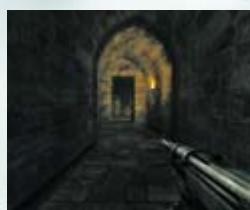
Strengths: Fully automatic and great ammo capacity.
Weaknesses: Not as accurate as the Sten.

The MP-40 is the standard German submachine gun of World War II. It is fully automatic and can hold 32 bullets in one clip. Most levels in *Return to Castle Wolfenstein* have enemies who carry this weapon, making ammo plentiful. The same 9mm ammo can also be used with the Luger and the Sten.

The MP-40 causes moderate damage and is effective for close- and medium-range combat. Have a clear view of the enemy before you fire, or you'll waste ammo. Circle-strafe and fire a steady stream of hot lead to take out a lot of foes. Even though it's not as accurate as the Sten, it can do the job.

TIP

To get an idea of how inaccurate an MP-40 is at long range, watch the tracer lines from an enemy blasting away at you from a distance. It's like a swarm of blind wasps.



Strengths: Fully automatic and great ammo capacity.

Weaknesses: Limited ammo throughout the levels; you'll never fill up.

Known as the "Tommy Gun," the Thompson SubMachine Gun was designed for short-range assault and close-quarter fighting. In *Return to Castle Wolfenstein*, it's more accurate than the MP-40 at long range, though still suited to shorter distances. The Thompson was reliable in any type of condition. It is fully automatic and one clip holds 32 bullets.

The Tommy Gun is accurate and uses the same ammo as the Colt .45. Combine this with a room of Nazi jerks, and you will soon paint the walls red. The Thompson is effective against most enemies; however, ammo is scarce in the game, so use it sparingly.



Silenced Sten

Ammo Type: 9mm
Damage: medium
Rate of Fire: high
Maximum Ammo: 32 in the clip, 300 in reserve



Strengths:
Weaknesses:

Accurate and silent.
Will overheat if continuously fired.

The Sten was first manufactured in 1941 and was used by the British Army. It loads the same ammo as the Luger and the MP-40, which is plentiful throughout the game. The Sten is a silent and accurate weapon. It's great for short-, medium-, and long-range combat. Fire only when you have a clear view of the enemy.

The Sten overheats at 10 shots of continuous fire, so pay attention to the red bar above the Weapon icon. If it

Thompson SubMachine Gun

Ammo Type: .45 cal.
Damage: medium
Rate of Fire: medium
Maximum Ammo: 30 in the clip, 300 in reserve



overheats, you must wait for the temperature to fall before firing again.

Its accuracy is astonishing when compared to the other submachine guns. An enemy kill that requires a full clip from the MP-40 can fall after a few shots from the Sten. The difference? Accuracy. So your ammo goes a long way.

Short, controlled bursts keep it from getting too hot, and the gun's precision keeps your foes dead. Use it correctly, and the Sten will be one of your best friends throughout the campaign.



Mauser

Ammo Type: 7.92mm

Damage: medium (high w/scope)

Rate of Fire: single-shot, bolt action

Maximum Ammo: 8 in the clip, 200 in reserve

Attachments: Scope



Strengths: (With the scope)
Outstanding long distance weapon.

Weaknesses: Long reload time.

The Mauser is one of the most powerful guns in *Return to Castle Wolfenstein*, but it has a long reload time due to the bolt-action. Therefore, it's not an effective weapon in close-quarter conflicts. The Mauser won't seem like much until you get the Sniper Scope. Then it blossoms into an amazing instrument of Nazi control.

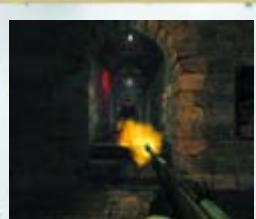
The Mauser becomes a lethal long-distance weapon with the Sniper Scope. When the scope is up, pay attention to the weapon sway by looking at the different-color bars on the left. Crouch and move forward to keep the scope up at all times. The Mauser scope is the most powerful of the game; it magnifies to a great degree, bringing far-away targets into sharp relief. Assign the Zoom In

and Zoom Out keys, and use them with the Scope.

Most enemies, such as infantry and officers, can be killed with one shot in the earlier missions. Others, like the Paratroopers, take two or more direct hits before going down. The Mauser is also effective for softening up X-Creatures and undead. Pay attention to your ammo count; re-loading the clip takes a long time.

When faced with tough, long-distance enemies, use the Mauser to tenderize them as they charge.

Keep firing, slow and steady, until they close to medium or short range. Then switch to a faster weapon to finish them off.



NOTE

A word about the Scopes. When using the scope on any of the long-range weapons (Mauser, Snooper, and Paratrooper Rifles) there is a vertical bar of red on the left side of the screen. The longer and redder that bar is, the more the scope sways and moves as you aim. If you stay still, the bar shrinks and turns green, and the sight stops moving. So, when going for long-distance shots, raise the scope and wait a moment to calm down and make it easier on yourself.

M1S Snooper Rifle

Ammo Type: .30 cal.
Damage: very high
Rate of Fire: single-shot, bolt-action
Maximum Ammo: 5 in the clip, 10 in reserve

Strengths: Very powerful, the Snooper has a steady scope and silent shot.

Weaknesses: Long reload time. Limited ammo throughout the levels.

The Snooper Rifle has a steady scope and is silent. Not only that, it has a night-vision scope. It is a must for stealth missions. Think Railgun. One shot, one kill for most targets.

As with the Mauser, pay attention to the color bars on the left of your scope. The crosshairs make it easy to pick off any target, even though the magnification is lower than the Mauser scope. The night vision allows you to see enemies behind foliage or even some structures, such as guardhouses. That ability makes the Snooper a useful tool for foiling ambushes. Scout ahead by sweeping an area with the scope. Ammo is limited in the game, however, so use it only when necessary.

TIP

When the Snooper is empty, you can't use the scope. So, always keep a bullet in reserve.

FG42 Paratrooper Rifle

Ammo Type: 7.92mm
Damage: medium
Rate of Fire: medium
Maximum Ammo: 20 in the clip, 200 in reserve

Strengths: Semiautomatic and has a scope. Powerful shots.

Weaknesses: The scope cannot zoom in or out, and the kick can spoil aim.

The Paratrooper Rifle is an effective weapon because it has a scope and is semiautomatic. The scope is steady, but it can't zoom in or out. Plus, the hard kick can throw off your aim during continuous fire. Tap, rather than hold down, the Fire button when using this rifle.

The Paratrooper Rifle is common after it is introduced. Use it as a primary weapon; you'll always find reloads.

Even without the scope, this rifle is accurate. Point and shoot for close range combat. The powerful shots tear through most enemies.



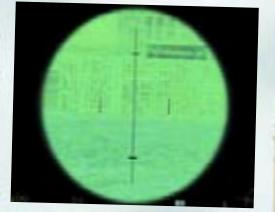
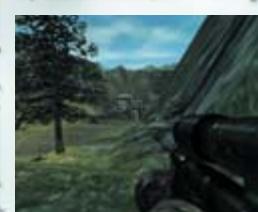
Stiehlhandgranate (Stick Grenade)

Damage: high
Rate of Fire: n/a
Maximum amount on person: 15

Strengths: Effective for dispersing crowds into little pieces and softening up the enemy.



Weaknesses: Throw it wrong, and it's coming back at you.



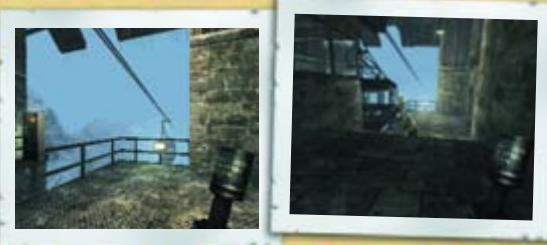


Stick Grenades bounce when thrown and explode after a short delay. Practice your throw to get a sense of how it works. Do not use them in direct conflicts. This allows the enemy to shoot you casually as you stand there pulling a pin and counting to three before you throw.

When you press and hold the Fire button while using a Grenade, you'll hear a series of clicks. Each one is a second the fuse is burning down. You get four clicks. If you're holding it during the fifth one, they'll be sending your remains home in an envelope.

However, letting the fuse burn is useful at times. If you throw a Grenade immediately, it bounces a long way before going off. Sometimes it bounces right past your target. Holding on and letting the fuse burn ensures that it explodes after fewer bounces. Practice to figure what distances you can cover.

Use Grenades to flush out the enemy, but be careful. The Germans are not stupid; toss a Grenade at them, and they may throw it back at you or move away. However, if you've let the fuse burn down....



Pineapple (American Grenade)

Damage: high
Rate of Fire: n/a
Maximum amount on person: 15

Strengths: Good for sneak-attacks and flushing out soldiers.

Weaknesses: Limited amounts throughout the game.

Just like the Stick Grenades, use Pineapples in situations where you can take out multiple enemies at once, flush them out of cover, or employ sneak attacks.



They are more powerful than the Stick Grenades and travel shorter distances, but the same advice about fuses applies. There are limited amounts throughout the game, so conserve and use when necessary. In general, there's no difference between the two types of Grenades.



Dynamite

Damage: very high
Rate of Fire: n/a
Maximum amount on person: 5

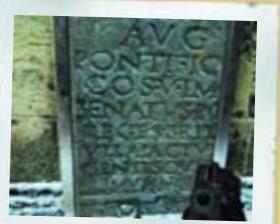
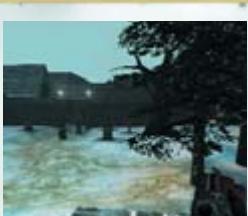
Strengths: It will kill or seriously injure everything, and a timer is available.

Weaknesses: Limited amounts throughout the levels.



Dynamite is a chemical explosive of great strength. You can set the timer in five-second increments up to forty-five seconds. Press and hold the Fire button. When the amount of time you want flashes on the screen, release the Fire button to plant the bundle of dangerous sticks. This is the perfect tool to blow up walls, enemy equipment, or the occasional curious guard.

One tactic is to set the timer and lead enemies into that area to see them blown into bits of carrion. Save Dynamite for the largest enemies. Don't forget you have it.





Panzerfaust

Ammo Type: Panzerfaust rocket
Damage: very high
Rate of Fire: slow
Maximum Ammo: 1 in tube, 5 in reserve



Strengths: Powerful, it demolishes anything.

Weaknesses: Slow reload time and projectile speed.

The Panzerfaust was built for the German army to aid it in fighting tanks. You can use it once and discard the tube, collecting it later. Even though it is accurate, the rocket moves slowly enough to dodge at a walking pace (at long range, anyway). The round explodes on contact and turns any poor soul into a pile of porterhouse. If the round strikes near the target, he or she will be hurting from the blast. The Panzerfaust is the perfect weapon to aid you in killing big, slow things, like those nasty Super Soldiers. Save them for use against the big, bad bosses. You will not regret it.

TIP

When facing an enemy who is armed with a Panzerfaust, stay at a distance. You'll be able to see the launch and can sidestep out of the way.



Venom

Ammo Type: 7.92mm
Damage: very high
Rate of Fire: very high
Maximum Ammo: 500 in the clip, 1,000 in reserve



Strengths: Will turn anything into hamburger.

Weaknesses: Will overheat if continuously fired. Slight delay as it winds up before firing.

The Venom is the fastest-firing weapon in the game. This behemoth fires 2,000 rounds per minute. It is for close- to medium-range combat. Watch the red bar above the Weapon icon to see if the Venom is going to overheat, as with the Sten. Also, hold down the trigger when using the Venom. It takes awhile to spin up to speed before it starts firing, so it's not a fast-response weapon.

While not accurate at long range, the Venom chews up the scenery. However, the ammo is precious enough to horde, so wait until targets are at a good range—medium or short—before unleashing the beast.

The Venom is helpful against the Super Soldiers and any other big scum the Nazis throw at you. Reserve ammo for use against bosses. The ammo is a key piece of hardware in the fight against German Super Soldiers. Fire and watch little bits bounce off the walls!

TIP

One way to avoid the delay of the spin up is to tap the Fire button as you move around. The Venom won't fire, but it will spin the barrel. When you need to unleash the lead, hold the button down. Because it's already spinning, the Venom fires faster than from a cold start.





Flamethrower

Ammo Type: Fuel tanks
Damage: very high
Rate of Fire: very high
Maximum Ammo: 150

Strengths: Turns targets into walking matchsticks.

Weaknesses:
Ineffective against Flamethrower soldiers or X-Creatures.

The Flamethrower is a powerful weapon and is effective for most types of combat. When a Flamethrower hits you, your health slowly drains away and the flames obscure your vision, blinding you until you get out of range. So be careful.

The trick is to get your target engulfed in a ball of flame. Angle the nozzle down (so you're aiming at their knees) and the fire blossoms around your target. After they ignite, the halls echo with their cries of agony. The Flamethrower does not work on X-Creatures with full armor or German infantry equipped with Flamethrowers. Knock off some of an X-Creature's armor with another weapon, the switch to the Flamethrower and burn its exposed soft sides. It is effective against Lopers and other goose-stepping fascists. It is the weapon of choice against the undead.



Tesla

Ammo Type: cells
Damage: high
Rate of Fire: very high
Maximum Ammo: 500

Strengths: Can be used on multiple targets.

Weaknesses: Will not affect X-Creatures.

In *Return to Castle Wolfenstein*, Tesla technology is based on powerful guided electrical fields that can be used for everything from security gating to local power generation. This is what powers the nervous systems of the X-Creatures.

The Tesla does not work on the X-Creatures, but works well against humans. The undead are affected by it, but it's not worth the amount of energy you use, especially if you have a Flamethrower. The Tesla incapacitates multiple targets if you hit them with enough energy. Keep the Tesla ready for the final boss battles. Ignore it because by the time you get it, you'll be able to use your other weapons efficiently. So, keep it in reserve for those crowded areas.

CAUTION

Your targets can still shoot you as you shoot them. Use the Tesla around partial cover—the bolts have a limited ability to bend around objects to targets—or against unsuspecting enemies.



Items

Survival on the road to glory does not rely on weapons alone. While you don't get much help from the local citizens, you find things that are useful to your mission. Whether it's a health item or a switch to open a door, each of these things helps you complete the job you've set out to do.

First Aid Kits



First Aid Kits are the perfect accessories for administering medical treatment to those nasty cuts and scrapes the enemy bullets leave. They come in three sizes: small, medium, and large. Depending on the difficulty level you choose, the amount of health points they restore is different. First Aid Kits can be

anywhere. Look for these precious items on the ground, hanging on a wall, or hidden in crates.

Hot Meal



Who needs rations when you can have a Hot Meal? A Hot Meal is another way to restore health and can make the difference between life and death. There are two portions on each steaming plate. Eat as much as you can until your health meter is maxed out. These are on dining tables. Don't go searching for a Hot Meal in a ditch.

Cold Meal

Feeling down after being shot? You need a cold one: a Cold Meal, that is. Eating one of these basic meals restores health, though not as much as a Hot Meal. Grab one when you get a case of the munchies. As with the Hot Meals, the Cold Meal has two portions and is on tables.

NOTE

The difficulty level at which we've written the walkthrough-Bring 'Em On-sets these values for the First Aid Kits: 5 points for Small, 15 points for Medium, 30 points for Large. When you pick up a Kit, look to the lower-left portion of your screen to see what amount of health it restores.



Flak Jacket



The Flak Jacket bolsters your protection rating by 75 points. Because it takes damage for you and provides good stopping power, you always need it. The more you have, the less your health is damaged. Always stock up, as this might save your life in a heated battle.

Armored Helmet



The Armored Helmet provides 25 points to your protection. Always be on the lookout for these little lifesavers. They're more plentiful than Flak Jackets. Check out shelves, boxes, and the ground.

Beer Stein

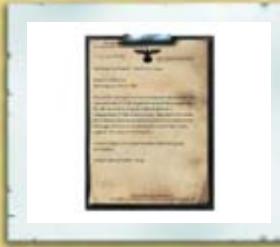


Too much running? Beer steins provide extra energy to your stamina meter. You gain 20 points on the green stamina meter to the left of your health with each beer stein you grab. It allows you to sprint and jump longer. It's not a permanent upgrade, though; after you burn through it, you have only your regular bar to rely on. Take a swig and run some more laps.

Brandy Glass

Drink a shot of brandy and you will feel more invigorated. This also increases your stamina meter—more so than a beer. Look for brandy in higher-class areas, such as officers' rooms and houses.

Clipboard



Check out the clipboards to get updates of what is going on in the Nazi world. The clipboard will shed some light on your mission and what is to come. Some give pertinent information and some are simply humorous. Read them as you find them. The story unfolds in pieces if you keep up on the German correspondence.

Journals/Project Books

Journals and Project Books provide detailed information, written by specific characters in *Return to Castle Wolfenstein*. They give you insight on what the Nazis are working on and what it all means. Journals contain vital information the Allied forces will need to know if they are to combat the paranormal forces of Himmler.

NOTE

The protection rating is the gray number to the right of your health meter. It maxes out at 100 and drops as you take hits. While it doesn't stop you from taking damage, protection diminishes the effects.



Binoculars



This item allows you to observe the area ahead so you can make educated decisions on how to proceed through the campaign. Zoom in and out for a cool peep show.

CAUTION

The Nazis also have Binocular technology, enabling them to see long distances. If there is a guard sweeping the area with binocs, make sure you're in full cover before he spots you.

Alarm Box



This little box makes one of the most annoying sounds ever made. This is what the Germans use to alert their numerous comrades, who are intent on dismembering you. Press the big red button to turn the alarm on or off. Here's a hint, though; turn alarms off, never on. To prevent an Alarm Box from being used, shoot or kick it until it bursts with a shower of sparks.

Switches and Buttons

Switches and buttons control mechanical devices such as doors, elevators, and steel gates. They can turn on power to a needed device or call an elevator for your use. Go to the switch or button and press your Activate key to operate the device. If it does not open, find an alternate route.

Oil Drums

As you go through the game, there are oil drums all over the place. Some oil drums explode if you shoot them. With that in mind, they are helpful. If they explode near an enemy, imagine how that enemy is going to feel in the morning (a bit scattered is our guess). The explosions also reveal hidden rooms or passageways. Huge metal drums bursting into flames and shrapnel are noisy things, however; remember this if you're attempting to be stealthy.



1938 Latour



This vintage bottle of wine has some good stuff in it. Each slurp is good enough for 25 health. Chug away for max health! Each bottle has three gulps of wine. Blazkowicz must drink deeply.

Enemies

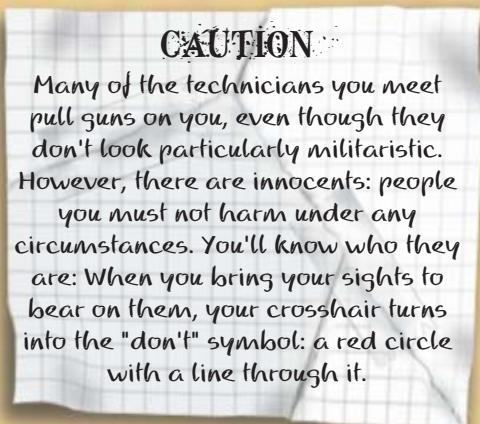
The German Army



Infantry

Also known as bullet-stoppers, German infantry are the most common enemy. They come in different uniforms and most use the MP-40. Initially, they go down fast. As the game progresses, however, you confront a higher-caliber of soldier, and they become tougher to kill. Once alerted, the infantry soldier becomes very active in defense. If an alarm sounds, or if you've blundered around in your big, clunky boots, then it becomes impossible to sneak up on them.

The Sten is a very effective weapon against them in small groups or alone. If there are a large number of soldiers rushing you, a gun that doesn't overheat is a better choice.



Paratrooper

These tough flyboys show up in your third mission. They literally fall from the sky. Armed with the powerful FG42 Paratrooper Rifle, these hardened troops take longer to kill and dish out more damage than the rank and file. At medium range or closer they are startlingly accurate with the FG42's scope. Combine that with the rifle's semiautomatic fire, and you get laid out in seconds. After their first appearance, the Paratroopers are in every level. The good news is this means there is plenty of ammo for your FG42 once you cop one off a dead fallschirmjäger (falling umbrella soldier).





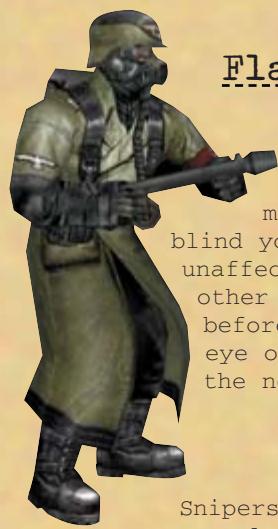
Officer

Constantly yelling out orders and sporting a snappy hat distinguishes officers from infantry. Usually equipped with a Luger, officers don't provide resistance other than yelling for help and sounding the alarm. Some of them, however, are very spry, running around and peppering you with Luger shots. Kill as many as you can to disrupt the German chain of command.



Scientist

These egg-headed lackeys of the Third Reich are some of the weakest enemies you face. More interested in inhumane research than combat, scientists are pitiful opponents. They are usually armed with a Luger (which they are not particularly skilled with) and sometimes beg for their lives. Treat them accordingly.



Flamethrower (Feuer Soldat)

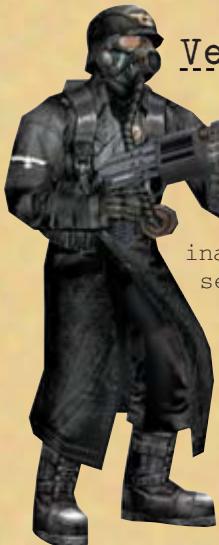
When they see you, duck for cover. The air around you becomes a pillar of fire, and your armor and health drops (armor first, then health). To make matters worse, when you're on fire, the flames blind you. Engage the fiery fighters from a distance. They are unaffected if you retaliate with your Flamethrower, so use other weapons. It's best to see them before they see you, so keep a sharp eye out for the blue pilot flame at the nozzle of their 'throwers.



Sniper

Snipers are infantry armed with a Mauser and a Sniper Scope. They tend to be at long distance or in high places. The sniper soldiers are accurate with their shots; if you suddenly lose 20 points of health while in an open field, chances are you've just been sniped. The best way to deal with snipers is to dish out a dose of their own medicine. Get some cover and let some 7.92mm slugs pierce their skulls.

The problem is how to find a sniper in hiding. Scan for muzzle flash or tracer lines and follow them back to their origin.



Venom Gunner

Infantry or Paratroopers sometimes come equipped with a weapon that can chew a small house into splinters. These guys let it all out. Don't go head to head with these fellows. Instead, soften them up with a couple of shots from your Mauser. While the Venom may be terrifying from up close, it's very inaccurate at a distance. Keep some distance and send the guy love taps with your own rifle.



Elite Guard

Helga von Bulow has formed her own cadre of soldiers. The Elite Guards are highly trained women who are loyal to von Bulow and, it is rumored, have formed their own witch's coven. Don't let their good looks fool you; Elite Guards are ruthless, efficient killers. Armed with the Sten, they'll charge and roll to avoid your fire. Plus, they very rarely are taken by surprise. Dangerous alone, the Elite Guards are deadly in groups. Headshots are advised. Retreat if you're swamped and try to deal with them singly.

The Undead

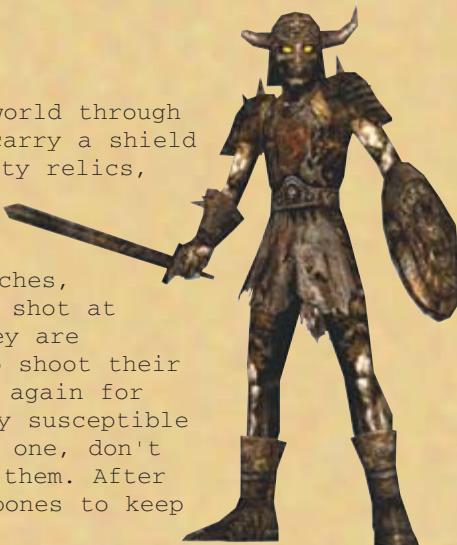
Through their meddling in the occult, the Nazis have unleashed a host of preternatural creatures. Almost immediately it becomes clear that the Germans are not in control of what they've wrought; the beasts are attacking Nazis left and right. However, that doesn't mean that the enemy of your enemy is your friend. The undead monsters attack you too. In fact, in a room full of undead, Nazis, and you, guess who's the primary target? That's right, the Germans will shoot at you even with a gang of zombies breathing down their necks.

When dealing with the undead, let us give you one word of advice: fire. While you won't have a Flamethrower in your first supernatural encounter, after you get a torch, there's no reason to use anything else.



Zombie

These abominations, called to our world through Helga von Bulow's meddling. Some carry a shield and sword. They may seem like dusty relics, but when they crouch behind their shield, your bullets ricochet, hitting you on the way back. When a zombie crouches, circle-strafe to get a clear shot at it. Go for the headshot, but if they are protecting themselves, you can also shoot their legs and feet. That forces them up again for more punishment. They are extremely susceptible to the Flamethrower. After you get one, don't bother using anything else against them. After they drop, kick and scatter their bones to keep them down.



Some zombies don't carry weapons. Put them on the floor and pump bullets into them, or use your Combat Knife or a kick to turn them into dust. Some zombies have a spirit attack, as well. Transparent, ghostly skulls weave around the undead creature and then fly after you, inflicting damage each time they make contact. If you see a zombie charging up a spirit attack, concentrate on taking it down. If you don't, they'll have you for dinner.

X-Creature

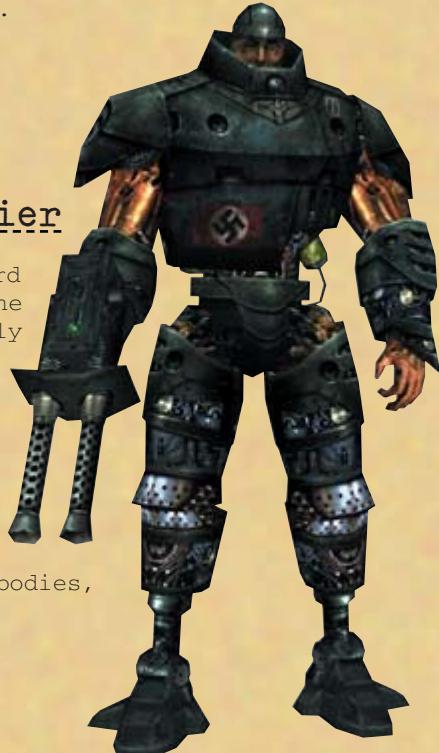
Not content with just mucking about in the realm of the supernatural, the Nazis have also been busy in the fields of cybernetics, bio-engineering, and generally bizarre medicine.

Under the direction of Wilhelm "Deathshead" Strasse, the X-Labs have developed techniques for twisting metal and flesh into living weapons. These foes are clanking and whirring monstrosities that once were men. The metal and electricity within them make them tough to destroy. You'll burn through ammo trying to crack their armor. It takes cunning and guts to tackle these creatures.



Loper

These pint-size creatures are effective combatants even without their legs. The disc at their waist shoots electricity at their prey, giving a painful jolt. Lopers are quick, agile, and jump high and far. As always, go for headshots. Use the Sten, FG42 Paratroop Rifle, or MP-40 against them. Stay out of range of the Lopers' electrical attack; backpedal and fire from a distance as you combat them.



Proto-Soldier

The twisted experimental mechanics of the Third Reich have resulted in these crude cyborgs. The Super Soldiers are very tough. They are heavily armored and equipped with a Venom or a Panzerfaust. The best way to turn them into spare parts is to circle-strafe and take cover. You need to hack them to death in bits and pieces. Hit-and-run tactics are highly recommended, because these guys can take three to five direct Panzerfaust hits or as many as three hundred rounds from the Venom! When pieces of armor start falling off their bodies, you are weakening them.

Combat Tactics and Mission Strategy



It's time to walk the walk, Blazkowicz. You've been through basic training, but are you really ready for this crucial assignment? This section gives you the specifics on what to do to survive while punching the biggest hole possible in the Nazi's plans. These tactics and tips help you get the most out of your ammo while keeping you as safe as possible. Well, as safe as you can be with hundreds of murderous jack-booted thugs after your head, anyway. You've got three sections here and you'd better know 'em, soldier. They cover movement techniques, tactics for combat, and tips for this assignment.

Learn it all. You'll need it.

On the Move

When you're under attack, keep moving. If you must reload in the middle of a firefight, for Pete's sake take cover. Move quickly while fighting. Don't run in a straight line over long distances; you'll be an easy target. Zigzag as you move and use the environment for cover.

When you move to a new position, keep close to cover so that you can immediately use it if suddenly fired upon. Walking in the open means you'll have to sprint over long distances to any object you can find. Once you get behind cover, plan a way of neutralizing the threat.

When you're not in immediate danger, it's a good idea to take more time going from place to place. If you're quiet, you can sneak up on unsuspecting guards. Running around attracts attention, and that means large groups of soldiers. Better to take it slow and encounter your foes one at a time.

TIP

Cover fire works. If you are caught in an open area, use a submachine gun to fire in the enemies' direction as you run for cover. It may not hit them, but it often makes them duck or move, spoiling their aim and giving you a better chance.

Strafing Helps!

Strafing involves side-stepping to your left or right rather than turning your body left or right. Assign Strafe commands to convenient keys on your keyboard. Your mouse controls your turn left and right movement. But you already knew that, right?

Strafing is very useful in combat because it allows you to avoid incoming fire without turning away from the enemy. If you turn with the mouse, your aim and focus on your target will be lost. Guess what? You're dead. Ignoring the strafe and just turning and moving forward or backward won't get you past some of the most difficult levels of the game. Practice strafing and you'll realize how important it is.

Lean and Peek

Leaning and peeking around corners exposes very little of your body and lets you take a quick glimpse to see what is waiting with a minimum amount of risk. It's very useful in the single-player game for sneaking up on enemies during missions. Do not peek for too long or else you may get detected. Look at figures 5-1 and 5-2.



Fig. 5-1. Can't see on the other side?



Fig. 5-2. Press your Lean key to do a quick check.

Be careful though, the enemy may spot you when you peek. If they do, they fire on you or alert everyone, thus taking away your element of surprise. You can peek both standing and crouched, thus giving you good stealth capabilities. Perfect for snipers. Take a peek around all corners where you think the enemy may be lurking; it may save your life.

The only drawback is that you can't fire a weapon while leaning. Use a Scope or the Binoculars to magnify the scene, but the angle is too awkward to get off a shot.

Running Backward

Running backward is another helpful trick to keep you alive. When you encounter a vast number of hostiles in an open area, you want to haul ass. Moving backward while firing your weapon makes them go for cover. Add a little strafing to avoid some fire. Leave some explosives for them as they follow you. This allows you to get the necessary time to reach cover.

Combat Tactics

Circle-Strafing

During close-combat situations, circle-strafing around the enemy is the best thing to do to stay alive. Keep your eyes on the target and move in a circle around the enemy while firing your weapon. It feels weird at first, but when you get the hang of it, you'll realize its importance. Circle-strafing allows you to inflict a lot of damage on an enemy, while making yourself a difficult target. Mix it up a little with different directions so they cannot adapt to you.

To put it in more concrete terms, let's say you're using the mouse for your crosshair movement, and your keyboard for strafing motion. The trick is to keep either your left or right strafe key depressed while shuffling your mouse so the crosshair never leaves your target. Use your Forward and Backward keys to adjust if you drift too close or too far from the enemy. Constant motion keeps you as safe as possible.

**TIP**

In Return to Castle Wolfenstein, circle-strafing is more important when you fight the bosses. In fact, it's key to defeating some of them.

Keep track of your ammo while firing. When you come to the end of a clip, reload or switch to another weapon while you continue circling. To stay alive, keep circle-strafing around and stay close. Don't move back and don't stand still or else you'll be dead. The key is to keep with them, keep close, and keep circling.

Side-to-Side Strafing

Side-to-side strafing makes you move out of the way of incoming fire that was aimed at your previous location. Move side-to-side while firing to become a more daunting target. To do this, press your left and right strafe keys without turning your view. Keep your target in the crosshairs while you do this. Another name for this is "jinking." The largest benefit is that you can move in one direction while firing in another. This helps when running for cover. Use a sideways motion while you cover your own movements with a few bursts of machine-gun fire.

Duck and Cover

Duck and cover is a tactic that involves popping out of cover just long enough to shoot off a few rounds, then returning to cover. You can do this anywhere that provides cover, such as a corner, behind cargo boxes, or even trees. This is more effective than bull-rushing enemies, especially if you are low on health. Do not try this tactic if the enemies are close enough to go around your cover. If they're charging, stop them before they reach you. When they've closed the distance, revert to other tactics such as circle-strafing.

Fig. 5-3. Pop goes the weasel! Squeeze off some rounds and...



Fig. 5-4. ...get back to cover!





Reveal and Retreat

This technique is helpful when an area looks safe, but could suddenly flood with enemies. Proceed slowly through the area. When an enemy reveals himself, retreat back the way you came and take cover. The area you just passed is clear, so now you only face the guard you've triggered. If you continue forward and you don't know what's ahead, you could run from the one guard and trigger two more. Better to face one enemy at a time instead of three. Also, do not stand your ground if you're in trouble. There is no shame in retreating. When cover is established, use the duck-and-cover technique to eliminate those poor saps.

If the enemy is overwhelming, retreat and get cover. One situation is to retreat down the hallway and go around a corner. The enemy will probably go after you, which usually means they string out into a line. Leave a little present for them, like a Grenade, or wait for them to come around the corner, then mow them down.

If they've strung themselves out, your job becomes easier. Imagine facing five guards in a group, all of them firing directly at you. Now imagine five guards coming around a corner one at a time. Much better, huh?

Fig. 5-5. Yes. They are definitely in here. Get to cover!



Infiltration Tips

Conserve Your Ammo

Use the ammo you find on the corpses of your enemies. The weapons you can choose from in a situation are determined more by what ammunition you find than what you want to use. Grab ammunition off any dead bodies you encounter. Don't waste ammo. Fire in short, controlled bursts and stop when your targets fall to the ground and drop their weapons. Always go for headshots. If this is not possible, go for the chest area as you blast them.

Keep your weapon loaded to its maximum clip capacity. When you switch weapons, remember that putting the weapon away does not automatically reload the clip for you. Avoid reloading during the middle of battle or while exploring an unknown area. Make it a habit to reload whenever you have free time in a safe area.

TIP:

Headshots don't need to be carefully aimed. Keep your crosshair at head-height as you fire, and you have a good chance of nailing them right off.

Remember to Save

Saving a game is crucial to beating it. Save or quick save is valuable when you are fighting a boss and are killed. Without a convenient save, you'd have to play through the whole section again just to get back to the boss. Only to most likely be killed again. If you saved, you start right nearby, a little more wiser and a little less frustrated.

You can try to iron-man the game, saving only at the beginning of a level (or not at all), but we're not going to be there to hold your hand as you cry after dying in the last mission with no saves.

Explore Everything!

When you get stuck, it may be because you did not explore the level thoroughly. Did you kill all the enemies? Did you miss a switch or lever? Did you read the walkthrough? We give you a clear path through each level, so refer to the walkthrough as you go.



In general, if you're stuck, move through the level again, slowly. Take time to check items or objects that you can break. To save ammo, use your Combat Knife. Shoot oil drums; they explode and may reveal a secret passage. The distinguishing feature in a room may reveal another goodie.

Fig. 5-6. Hmm...can this be a hidden entrance?

Experiment

Experimenting is cool. How many slashes does it take to kill a zombie with a Combat Knife? What happens if I try to ride on top of the cable car? Make sure to save the game if you are going to try potentially lethal things. Have fun!



Maps

All right, snap to! These maps of the areas you'll be infiltrating are based on OSA and Resistance intelligence reports. There are a few things you should know. The circled letters mark where parts of the map connect. If you see an "A" at the top of a flight of stairs, then there's another "A" showing the area those stairs lead to.

Also, the arrows marked on a flight of stairs always point down. If you move in the direction the arrow is pointing, you'll be headed downstairs. Go opposite the arrow, and you're climbing upstairs. Get it?

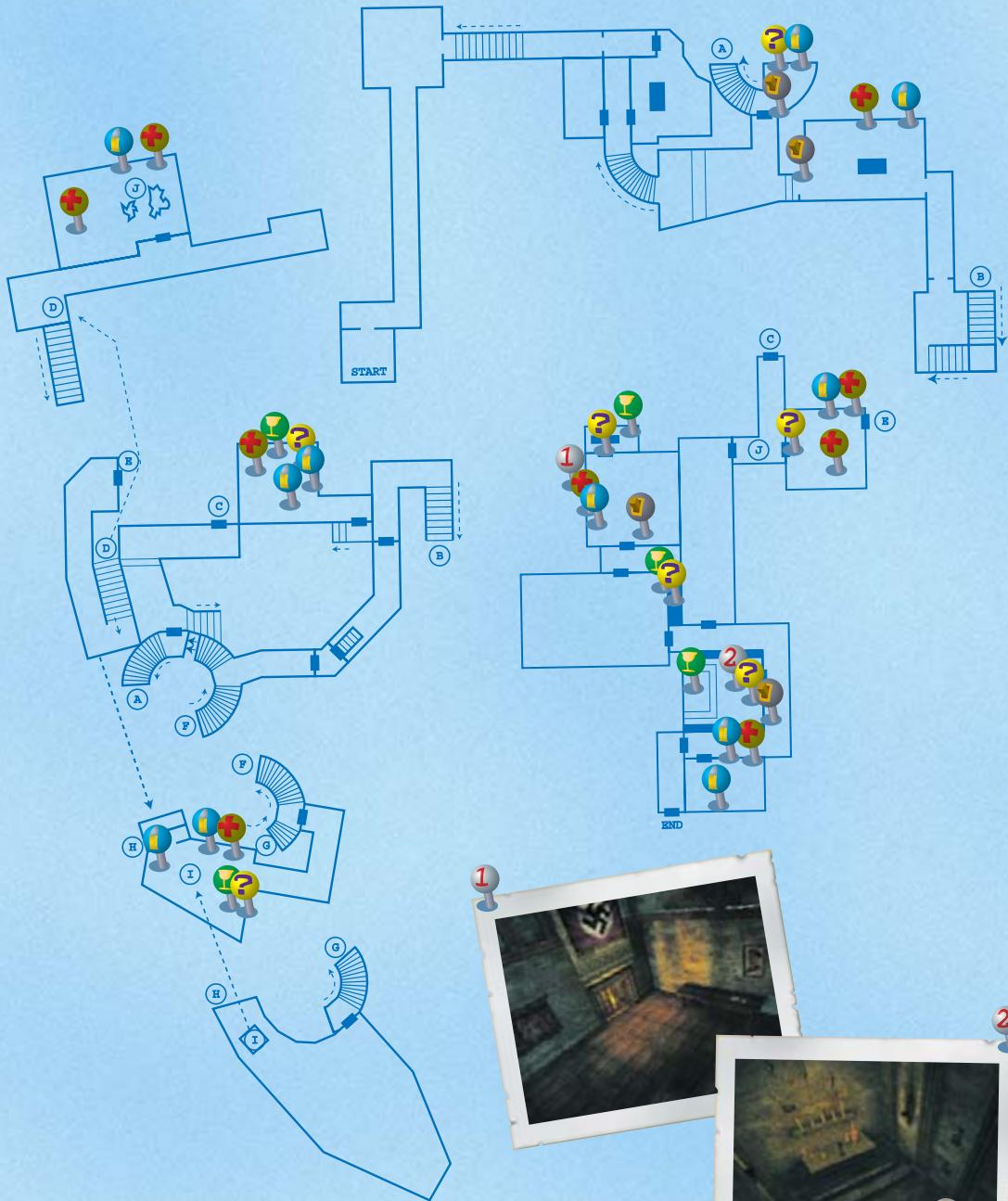
We also received intelligence that allowed us to place locations for items and information that may help complete your objectives. The pins on the maps mark out Ammo (clips of bullets, extra weapons, or Grenades), Health (either First Aid Kits or Meals), Armor (Flak Jackets and Helmets), Secrets (Secret Areas), Switches (door and panel switches you can activate), and Treasure Items (remember to return all treasure to the proper authorities, soldier).

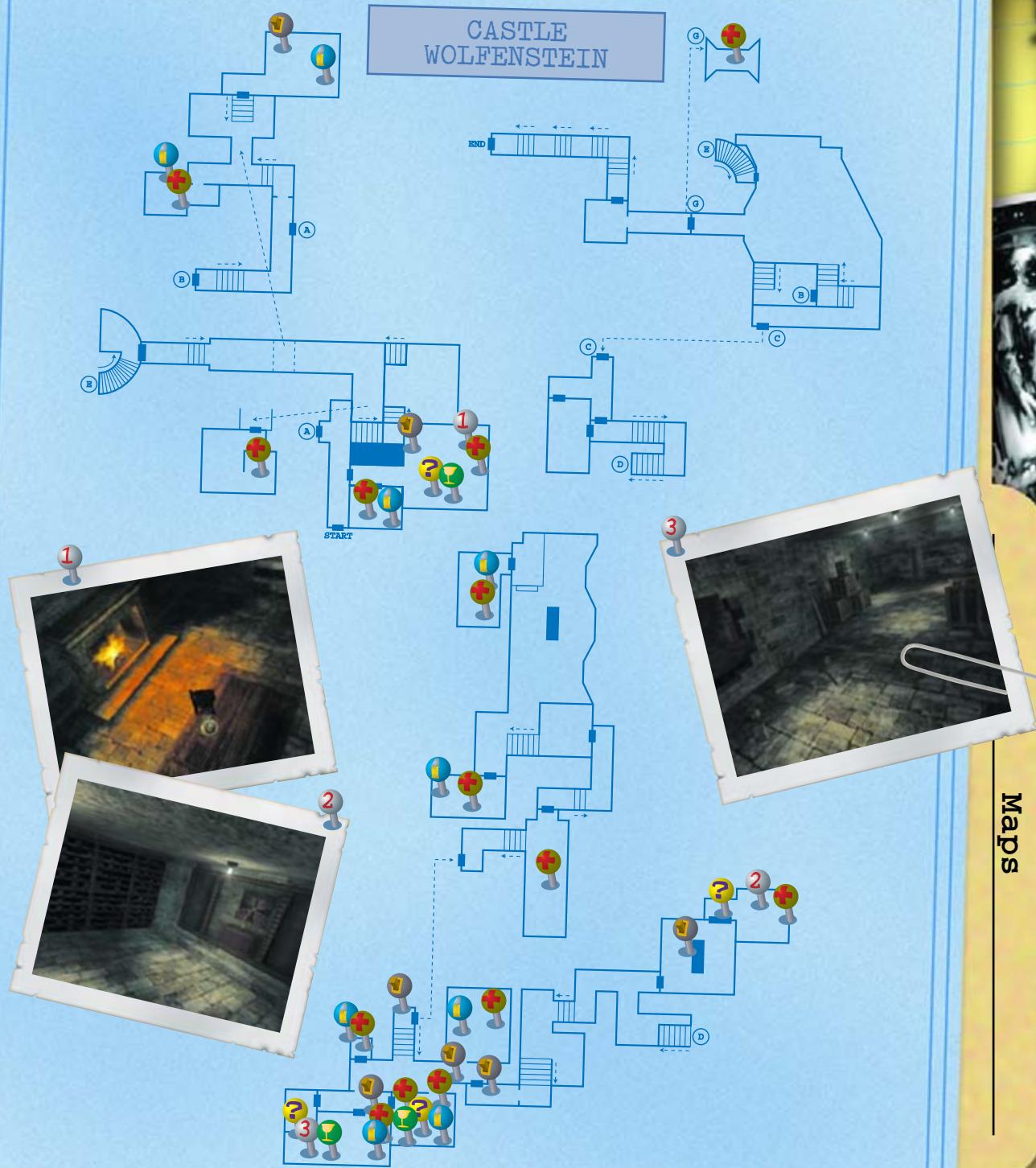
Map Icons

Icon	What It Represents
	Ammo
	Health
	Armor
	Switches
	Secret Areas
	Treasure Items



ESCAPE!



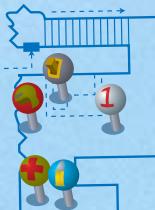
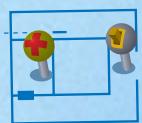


TRAM RIDE

START



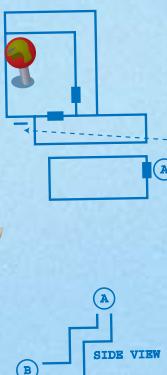
UP



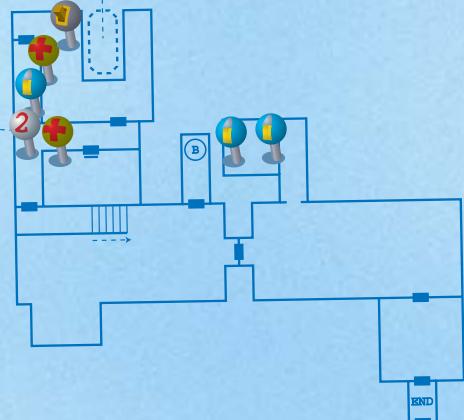
1



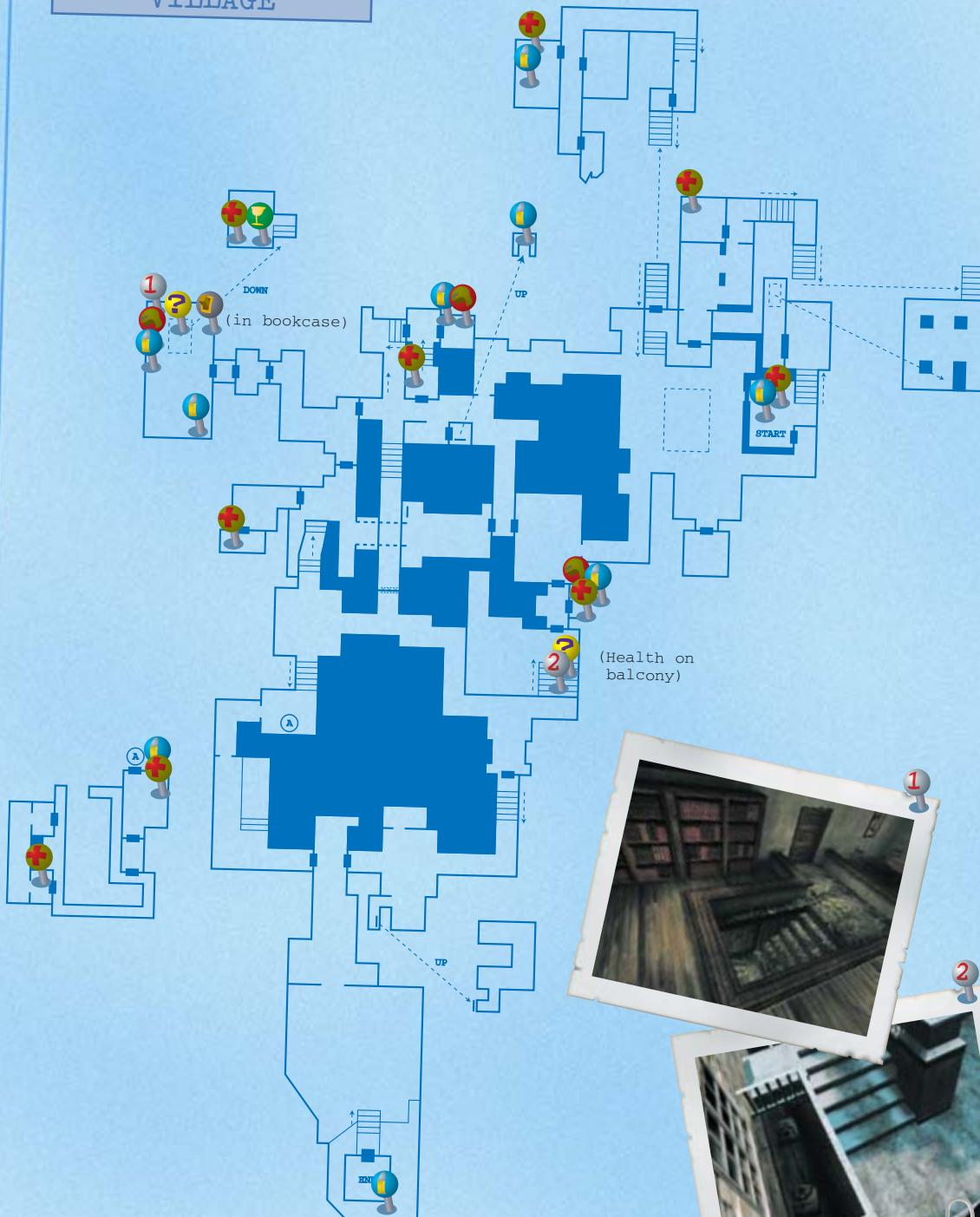
2



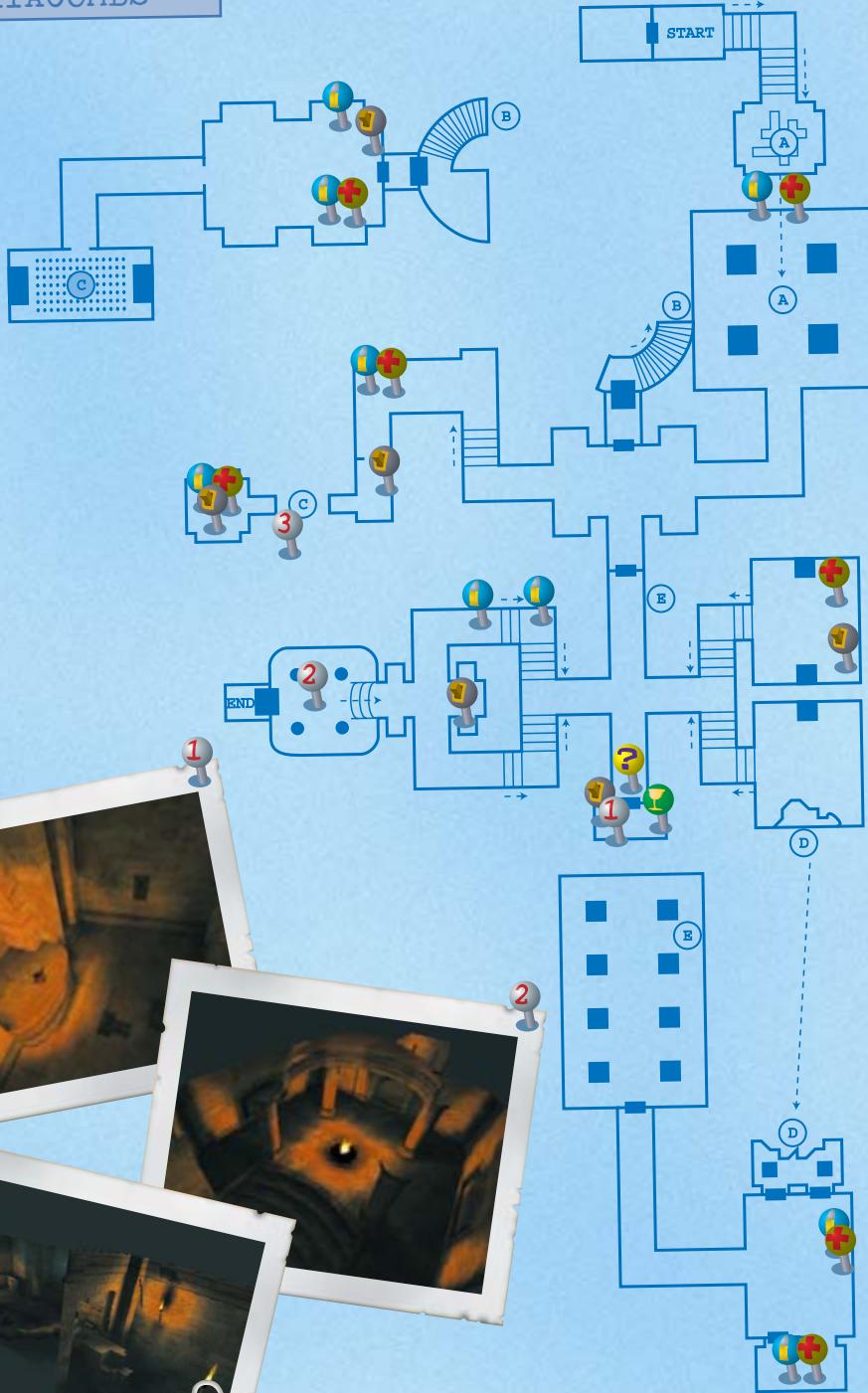
SIDE VIEW



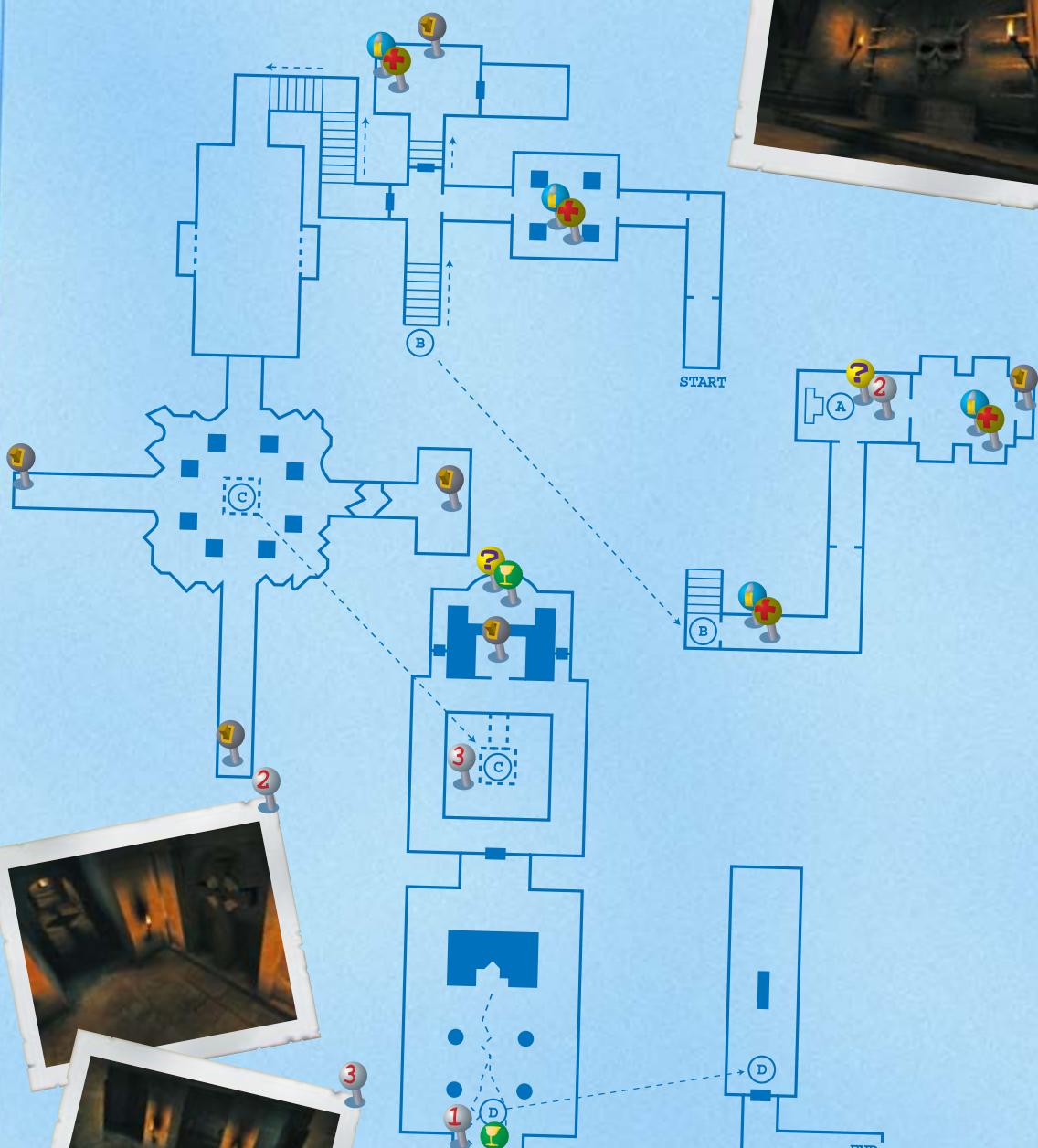
END

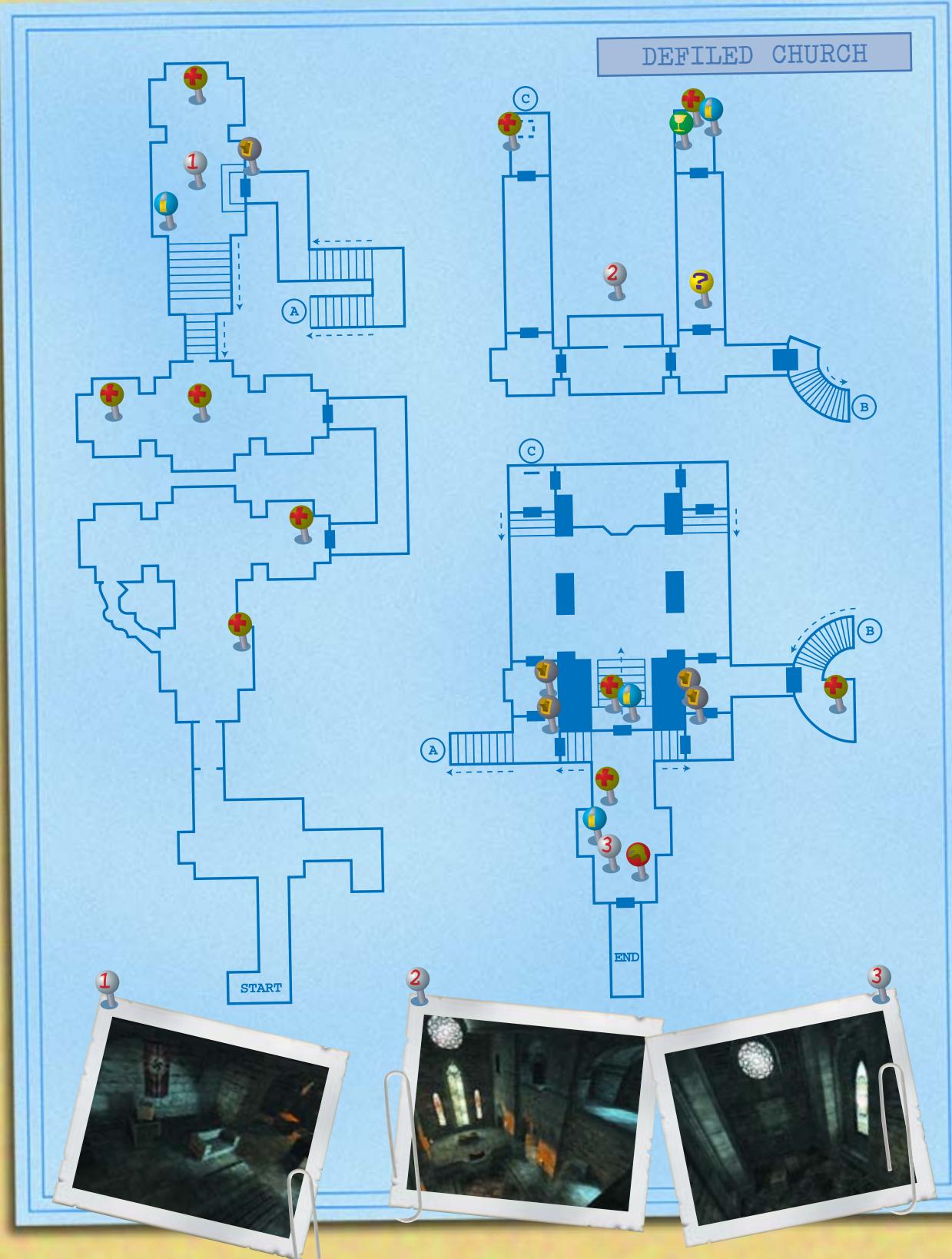
VILLAGE

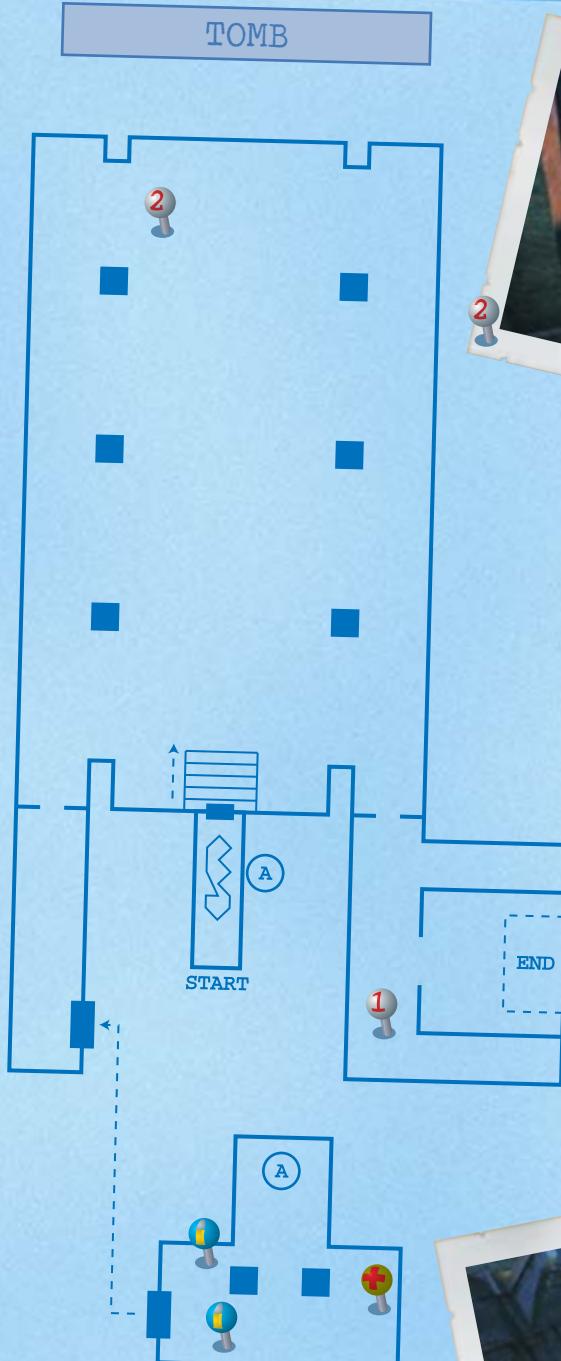
CATACOMBS

Zeph's
Journal

CRYPT

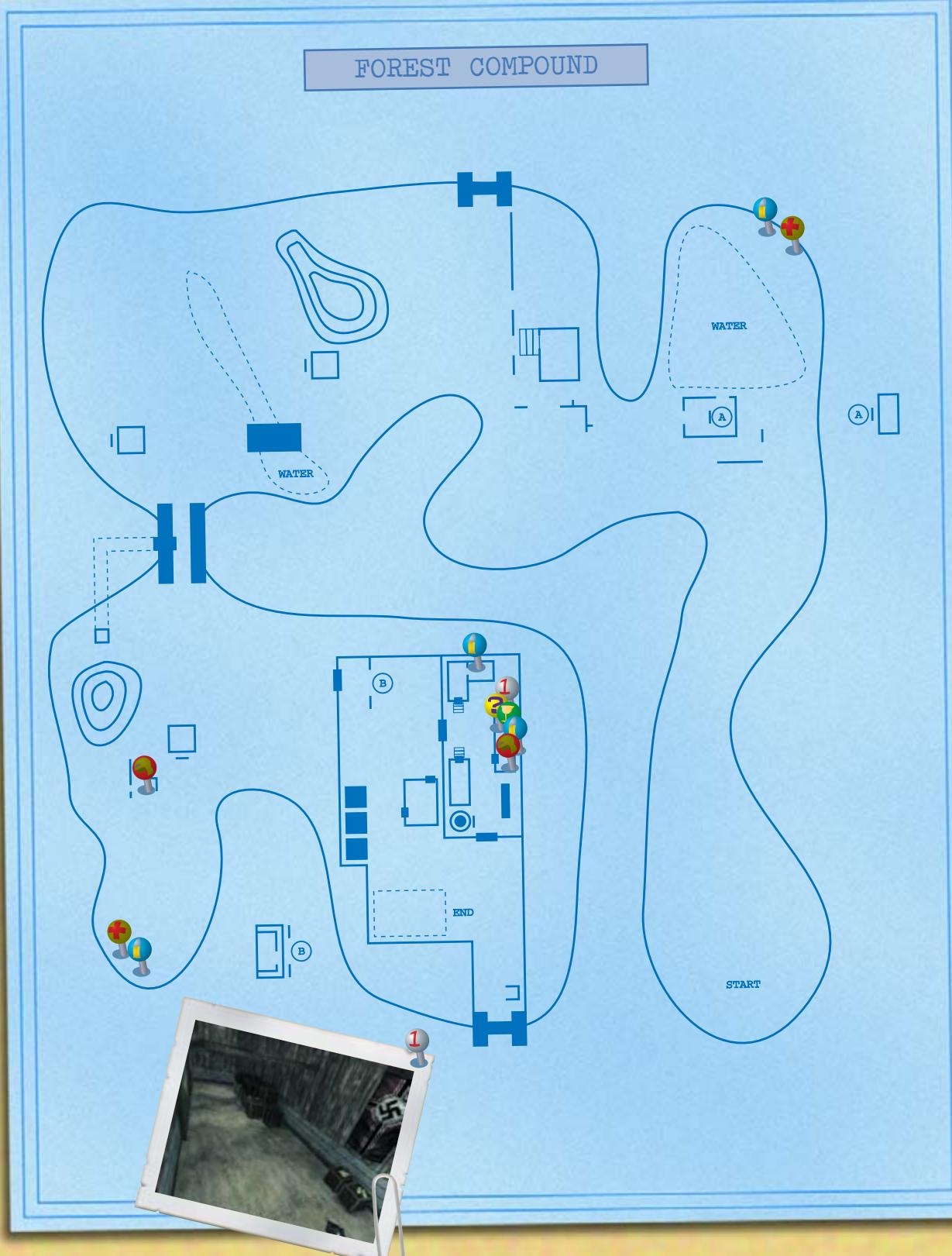




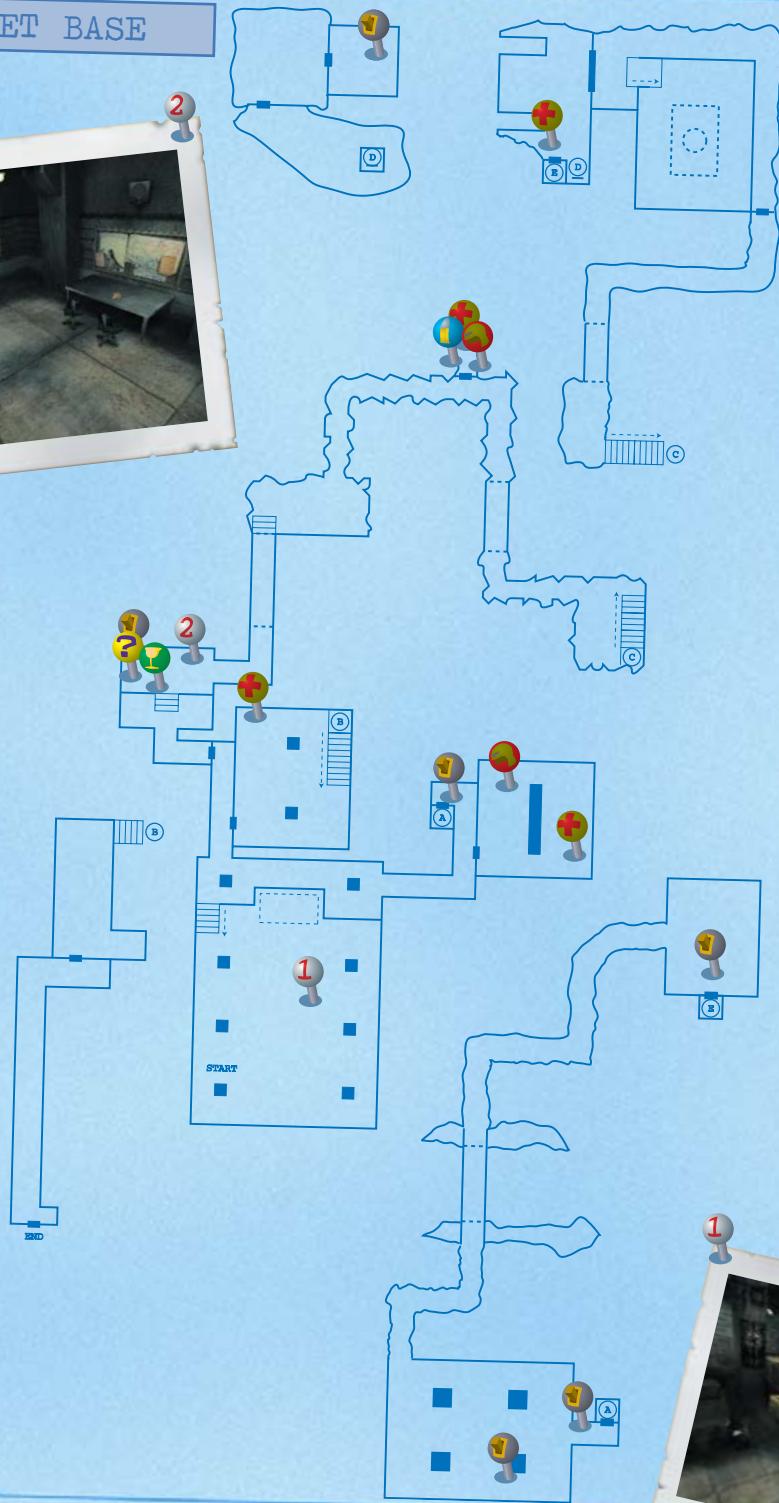


Maps

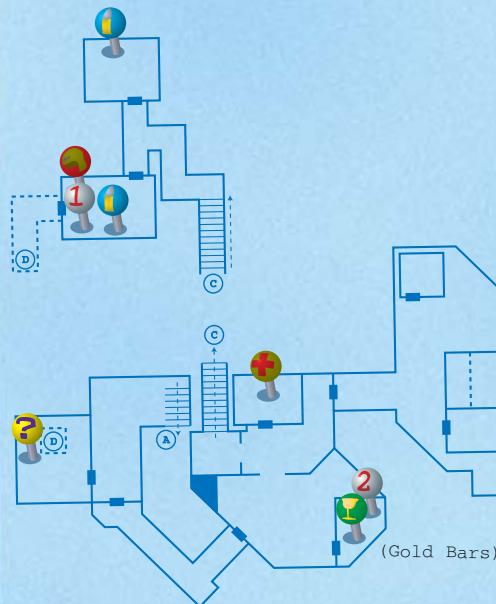
FOREST COMPOUND



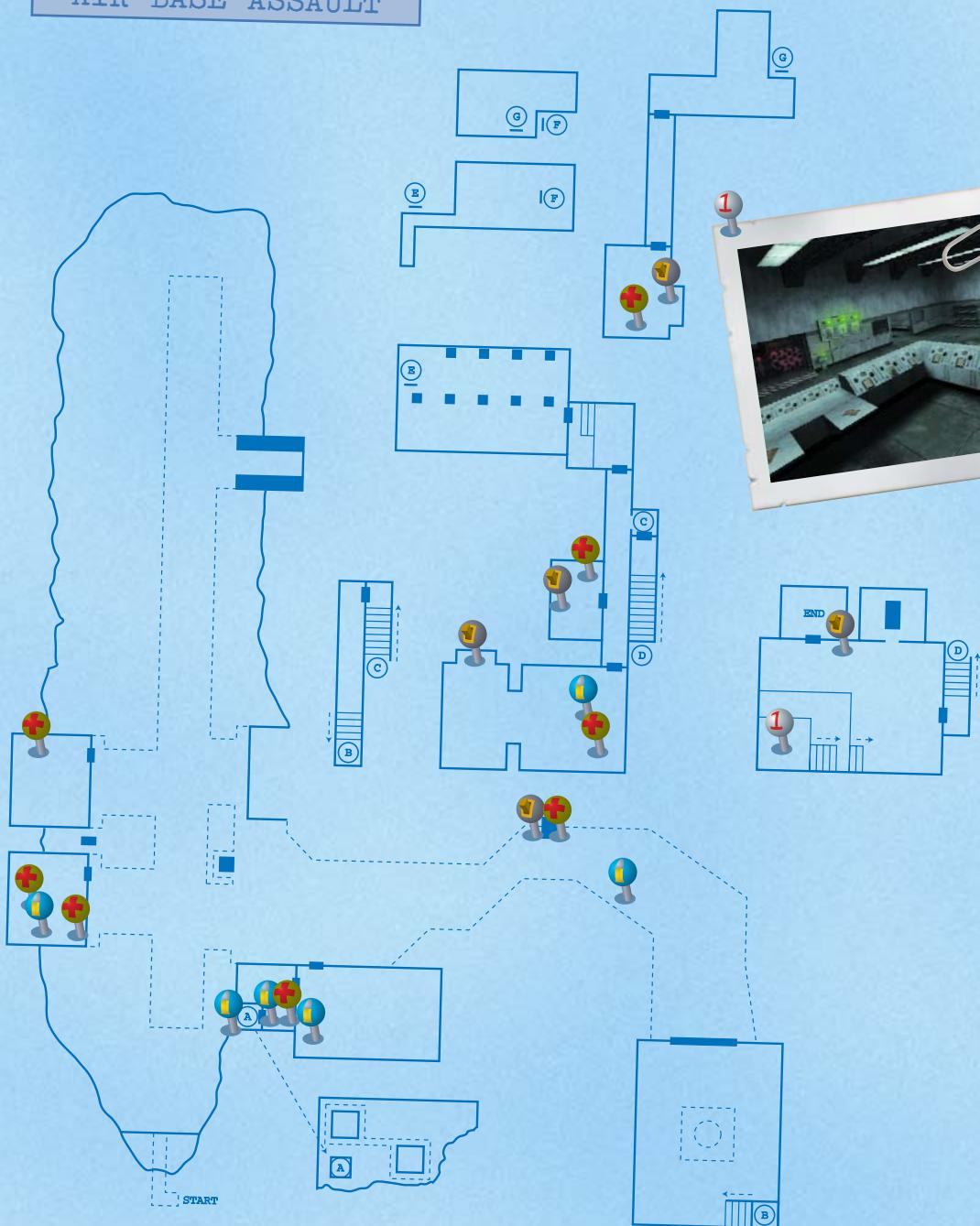
ROCKET BASE



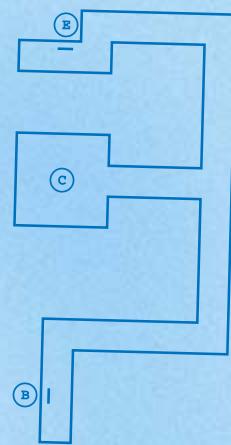
RADAR INSTALLATION



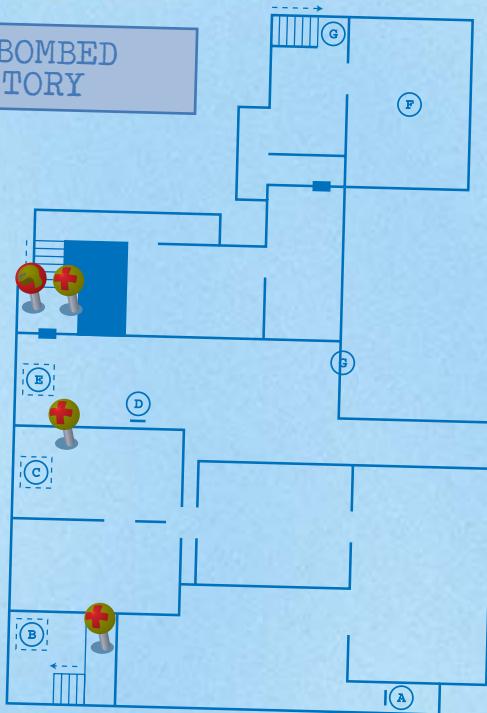
AIR BASE ASSAULT



KUGELSTADT



THE BOMBED FACTORY

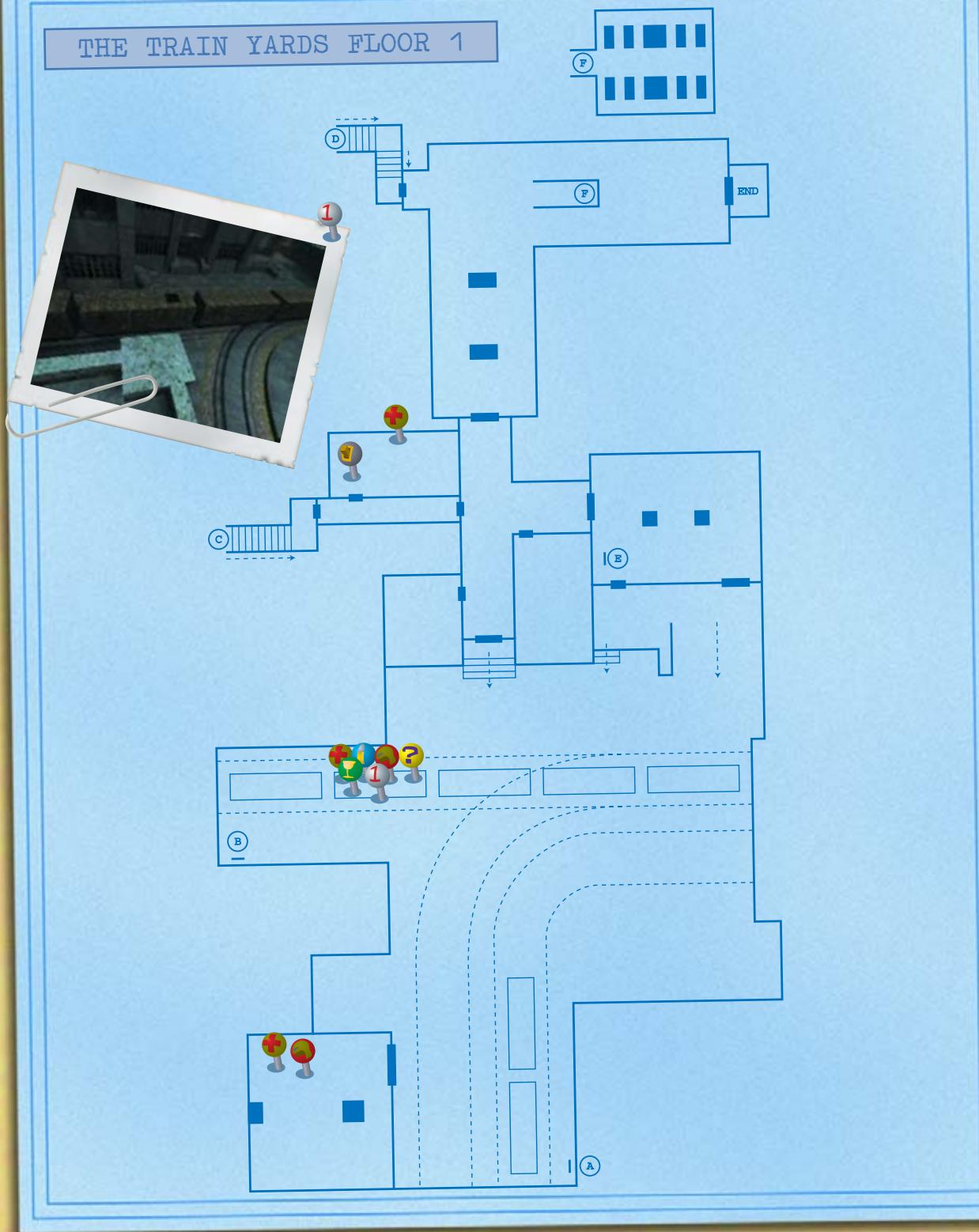


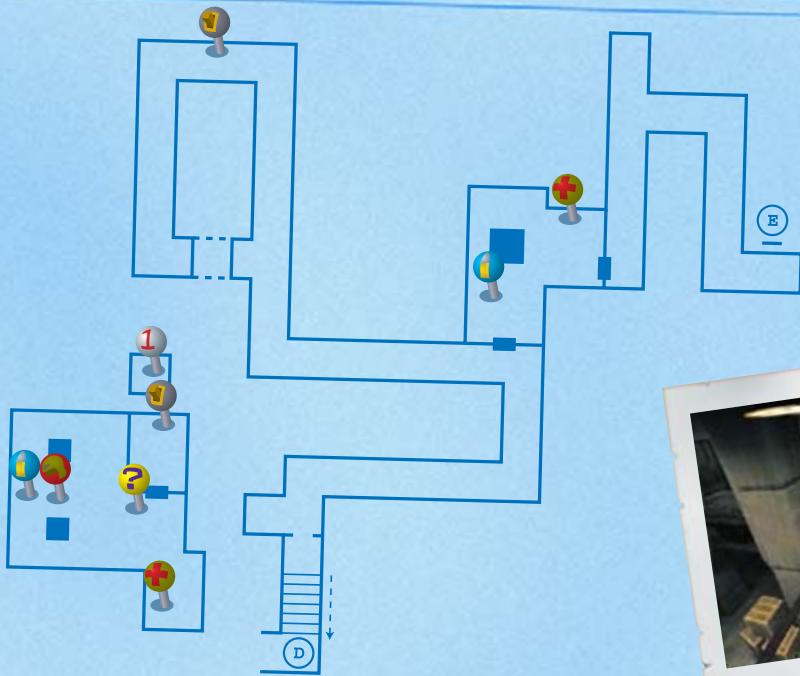
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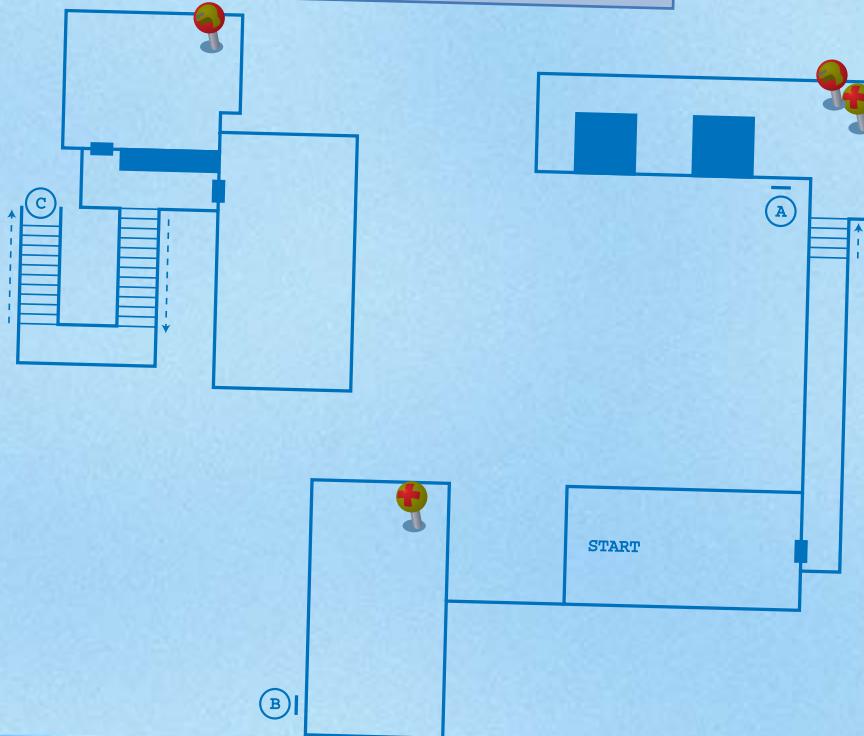
"Venom Gun"
Project Book

THE TRAIN YARDS FLOOR 1

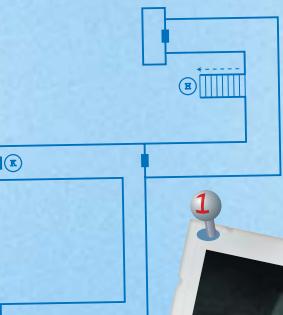
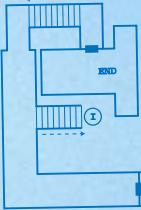
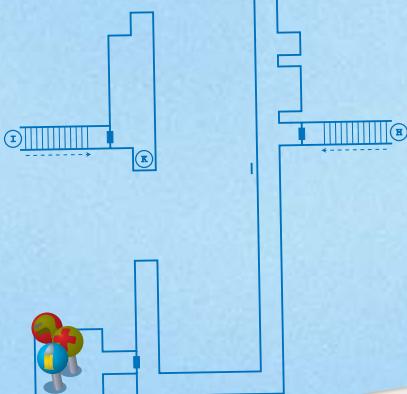
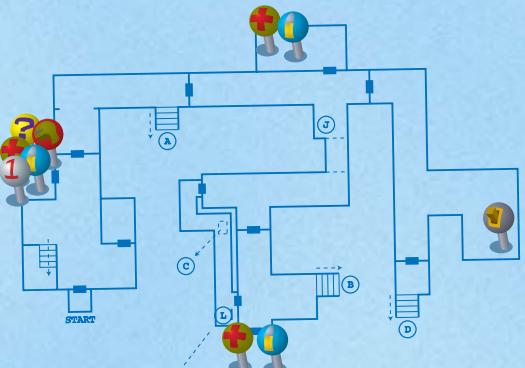
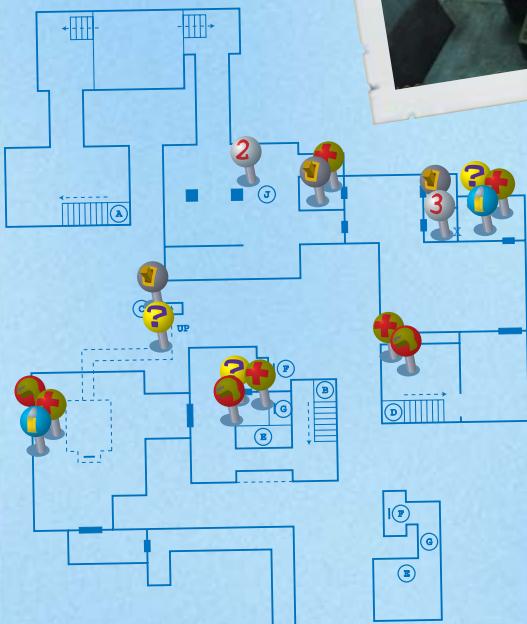
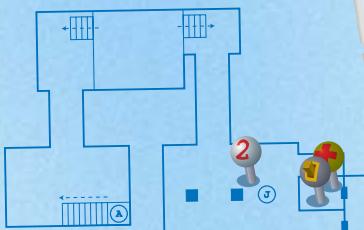




THE TRAIN YARDS FLOOR 2

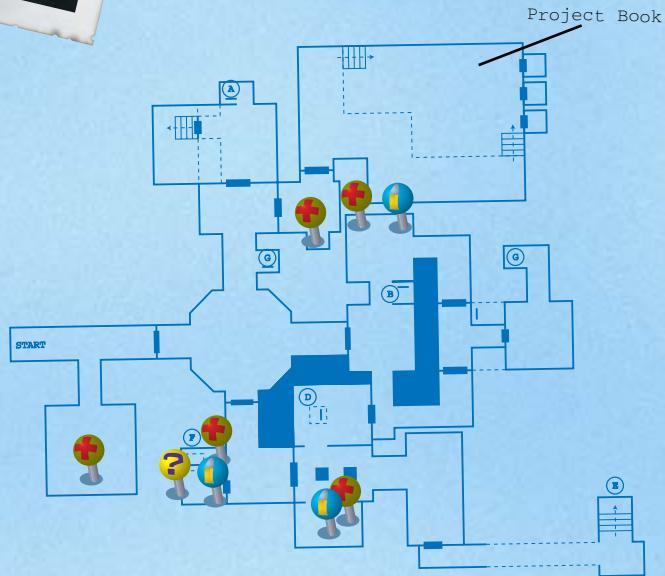
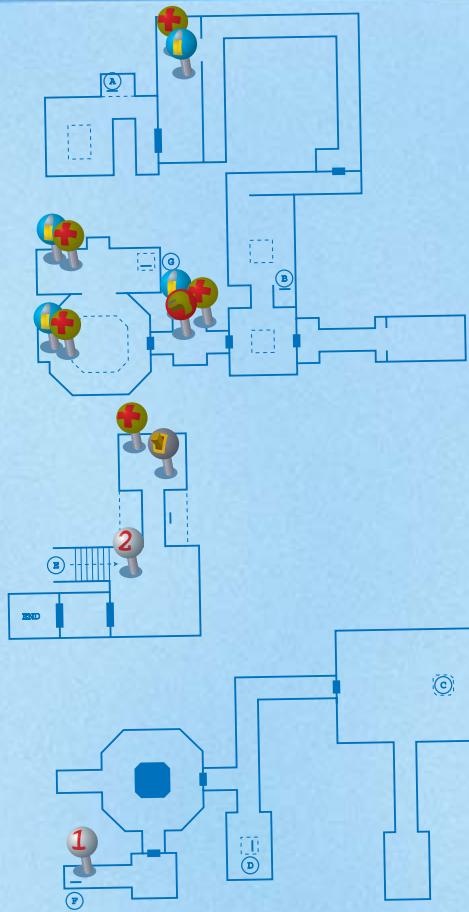


**SECRET WEAPONS
FACILITY**

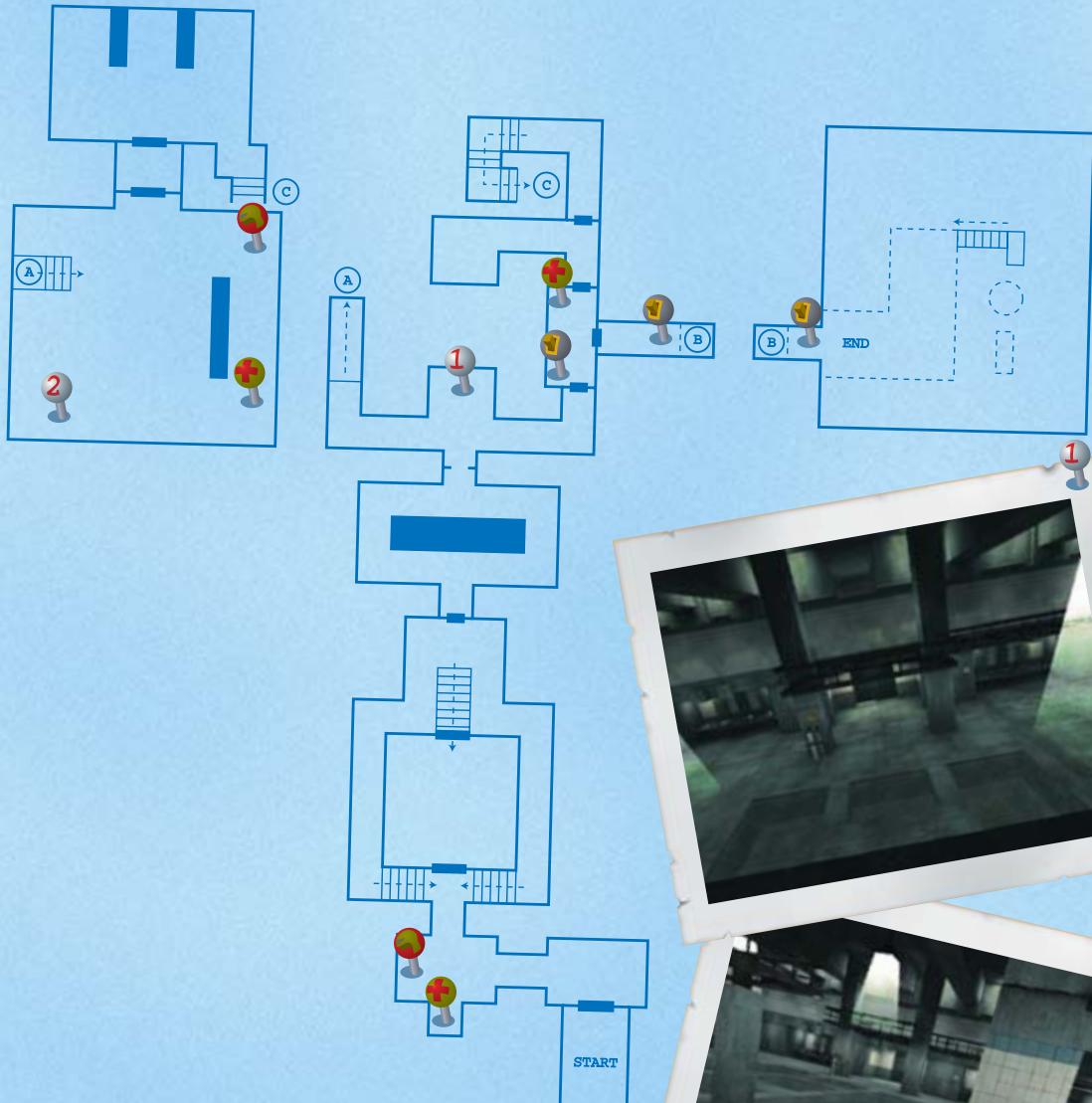




X-LABS



X-LABS SUPER SOLDIER CHAMBERS





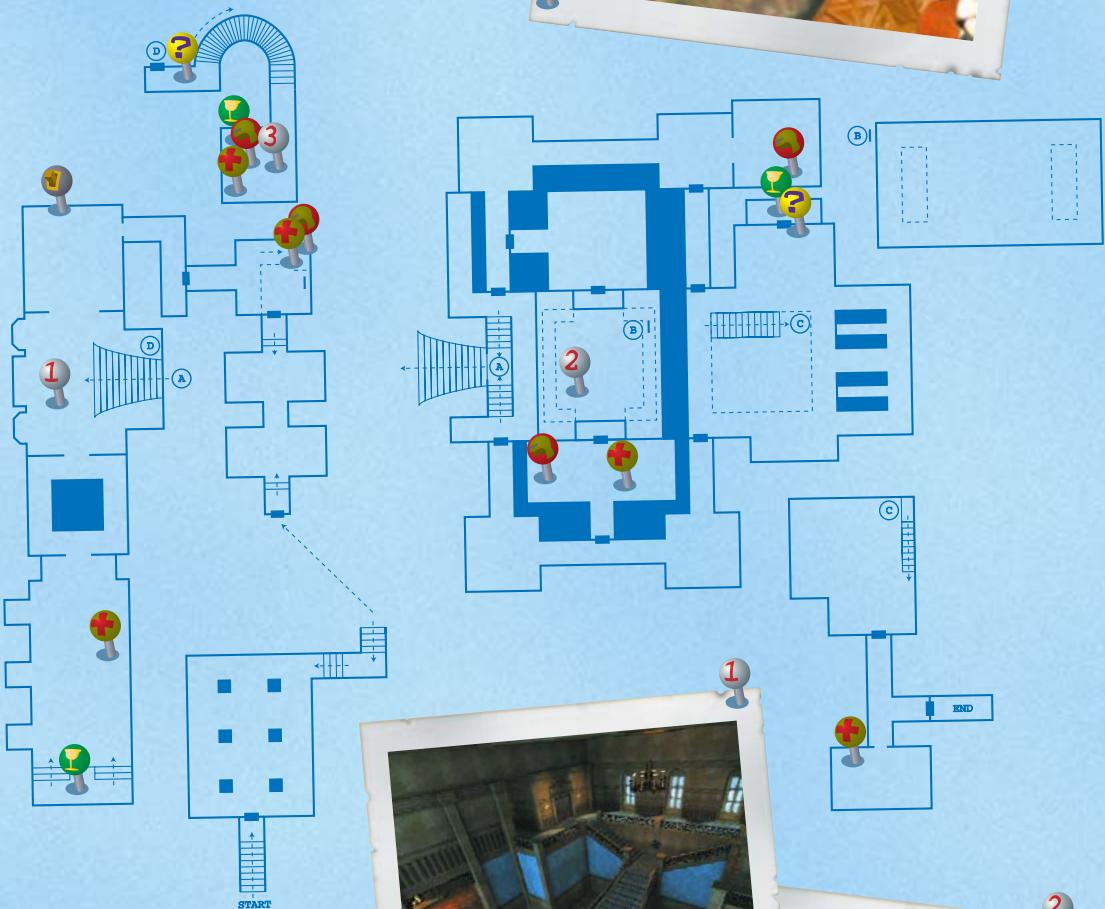
BRAMBURG DAM



PADERBORN VILLAGE



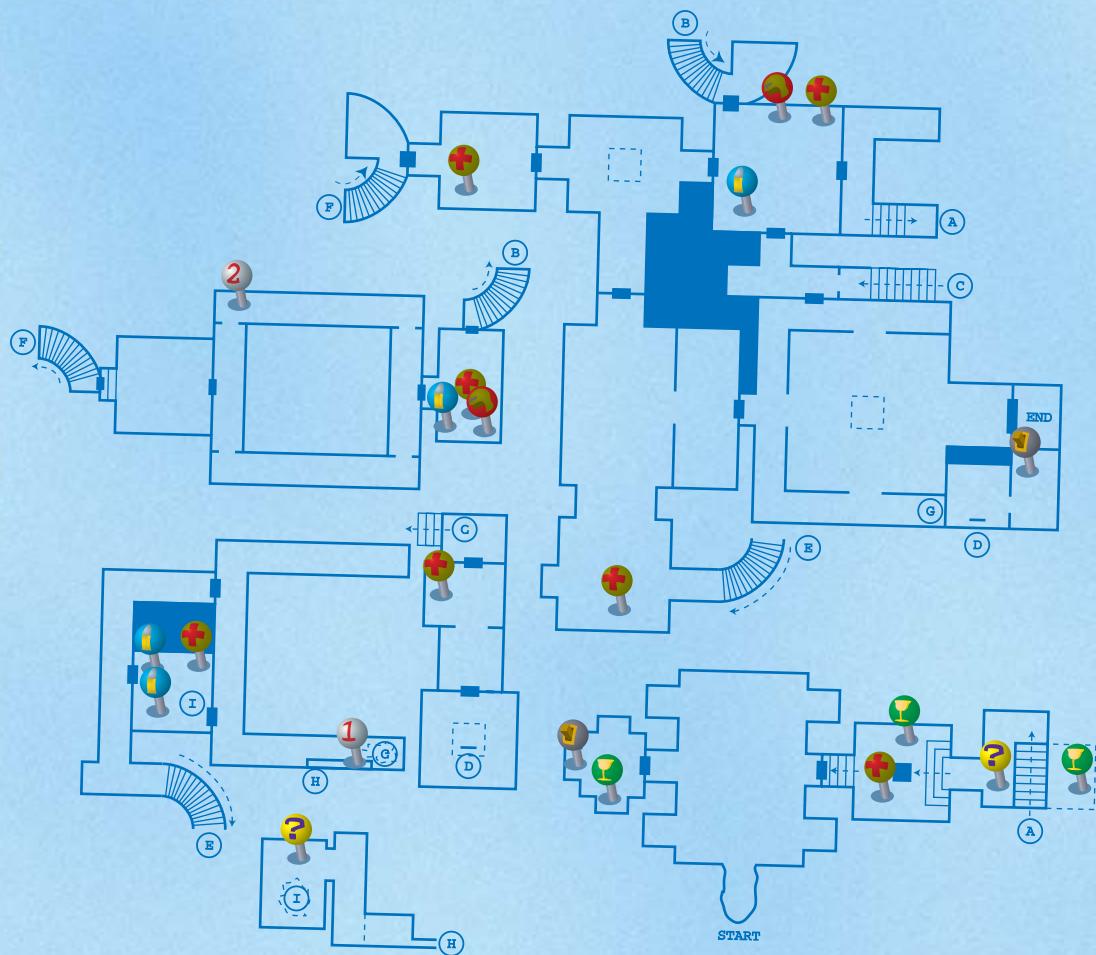
CHATEAU SCHUFSTAFFEL



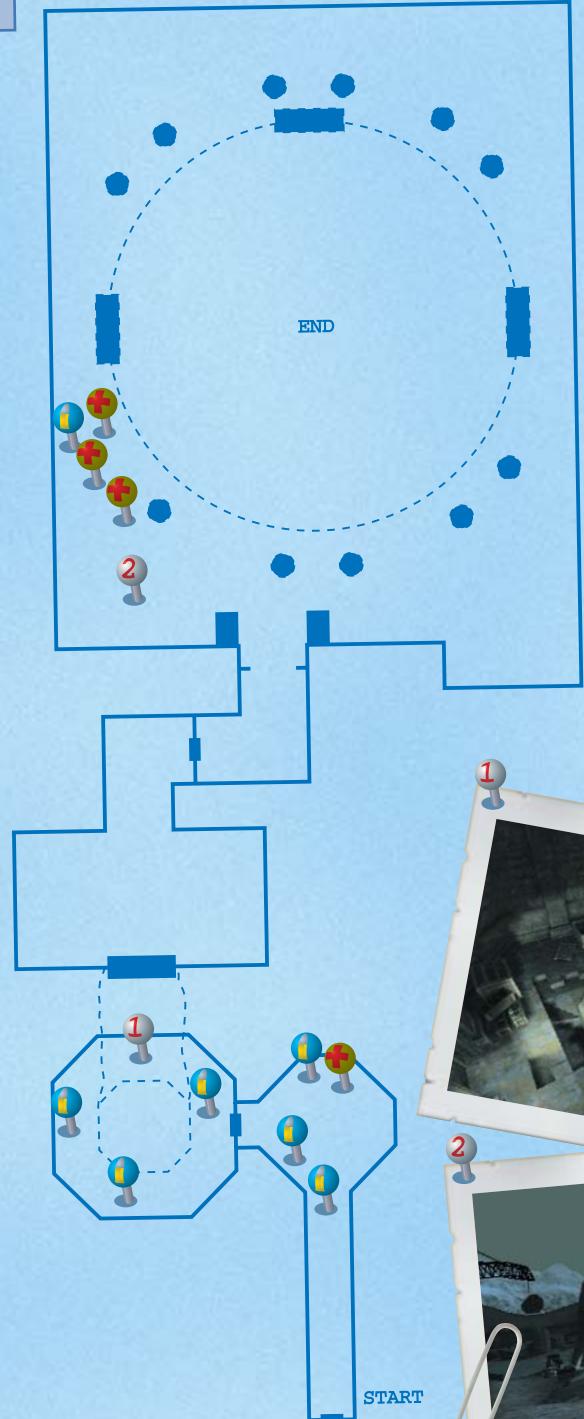
UNHALLOWED GROUND



RETURN TO CASTLE WOLFENSTEIN



HEINRICH



M u l t i p l a y e r M a p s



The maps for the multiplayer games will be familiar to those of you who've played the single-player missions. There are some dramatic differences, but other areas you've traveled before.

The multiplayer maps are marked with the important locations for the different game types. For the Team multiplayer game type (Wolf MP) and Stopwatch game type (Wolf SW) there are marks for the Ally Objectives, the Axis Objectives, and Forward Spawn Points. The Checkpoint game type (Wolf CP), is marked with the locations of each flag.

Knowing the layout of a map in multiplayer is the fastest way to improve your play. Get to know these maps and you'll have a definite edge.

Multiplayer Map Icons

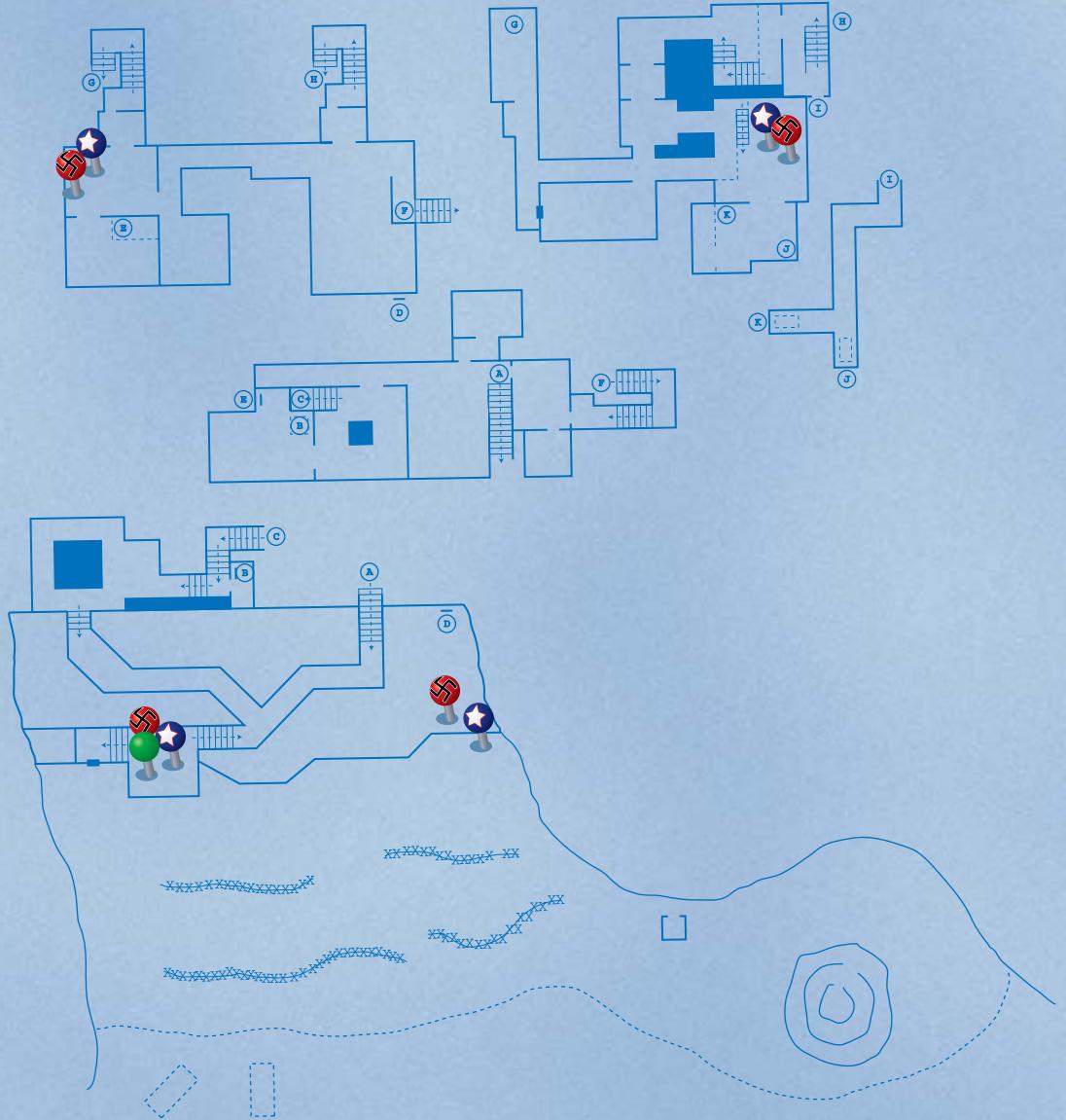
Icon	What It Represents
Blue star	Allies Objective
Red swastika	Axis Objective
Green dot	Forward Spawn Point
Flag with eagle	Checkpoint Flag

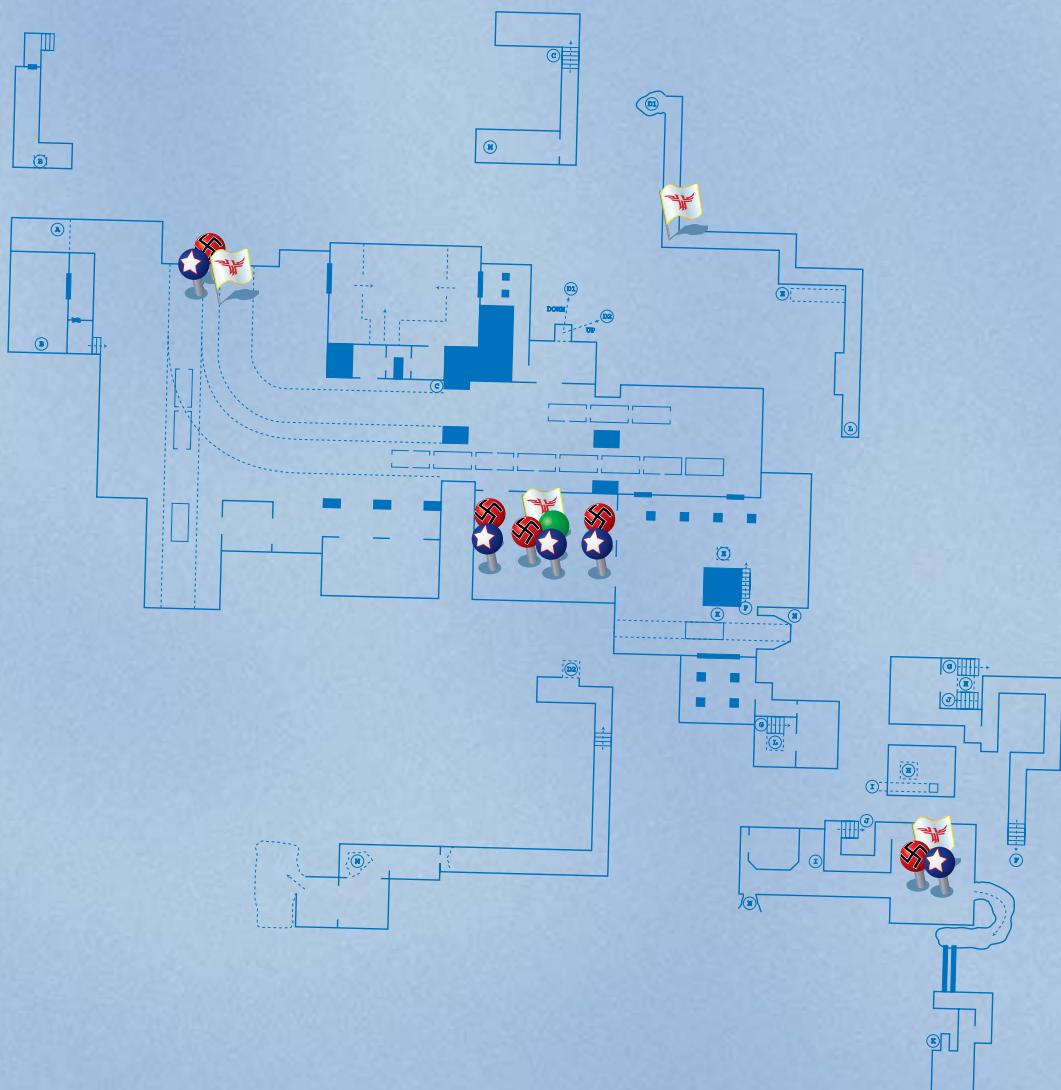
NOTE

The map "Destruction" is only available in the Checkpoint game (Wolf CP). So, it doesn't appear in the map list for the other two game types, and it only has icons for the checkpoint flags.



BEACH INVASION





VILLAGE

A

A

D

B

C

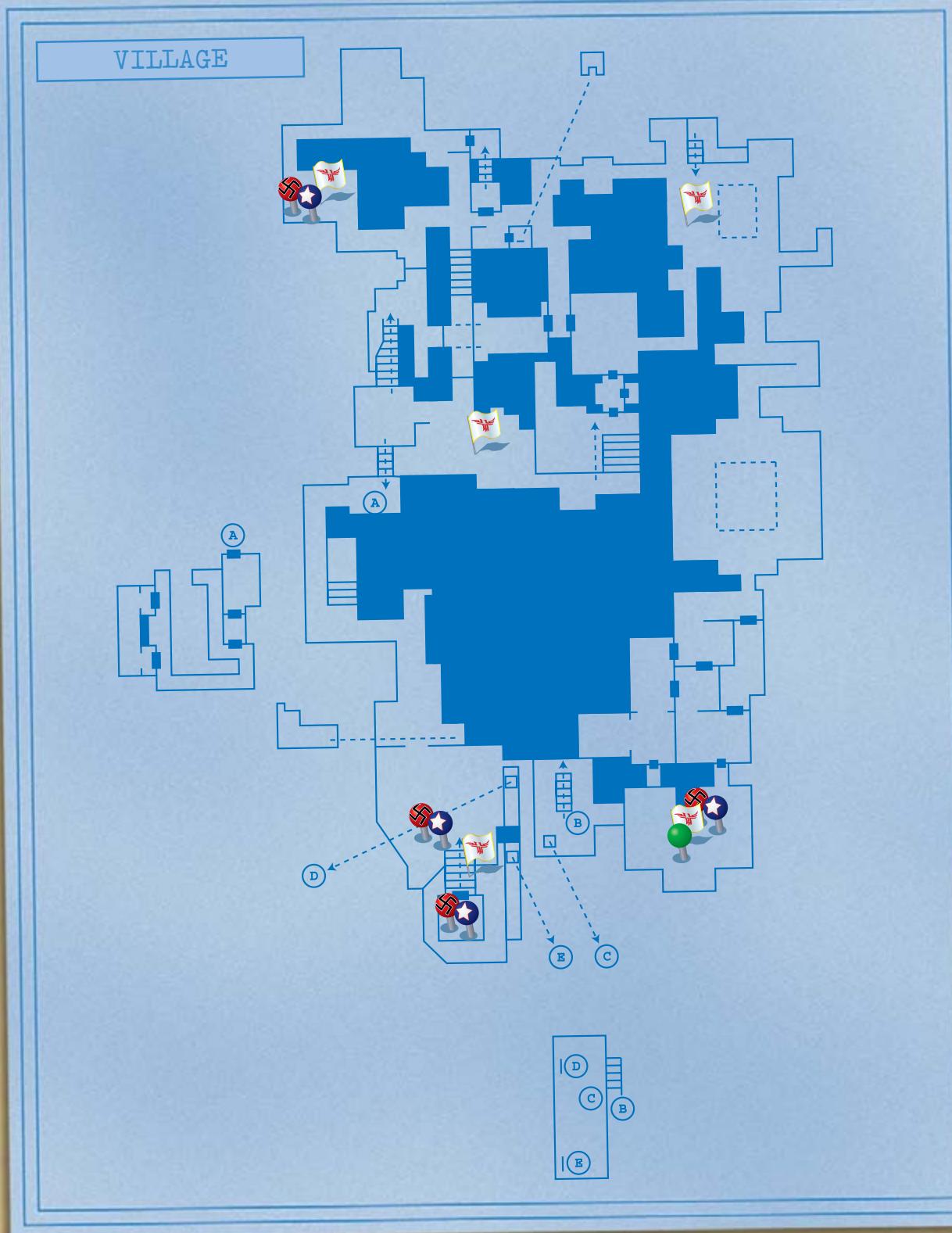
E

D

C

B

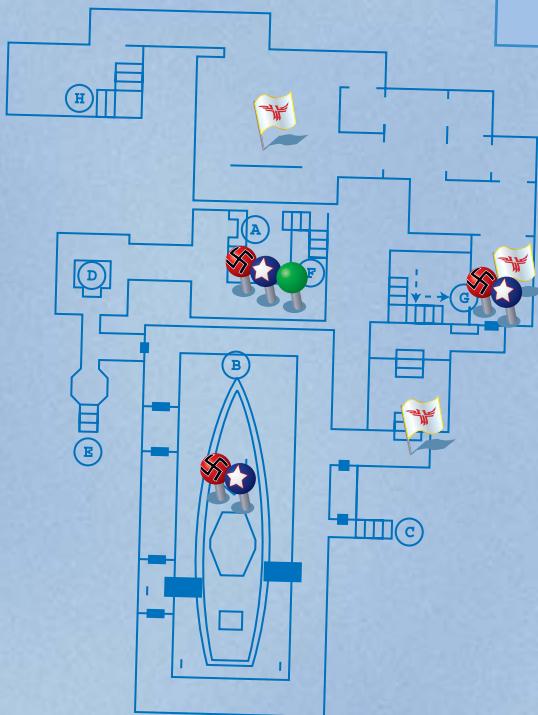
E



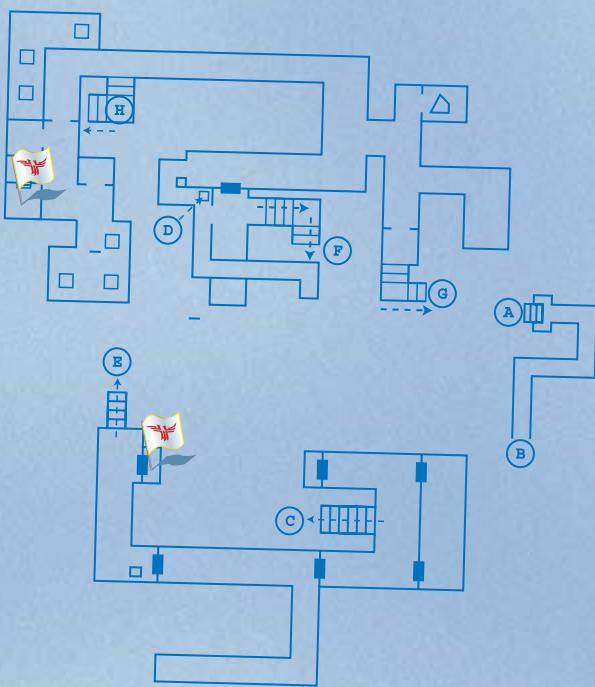


DAS BOOT

FLOOR 1

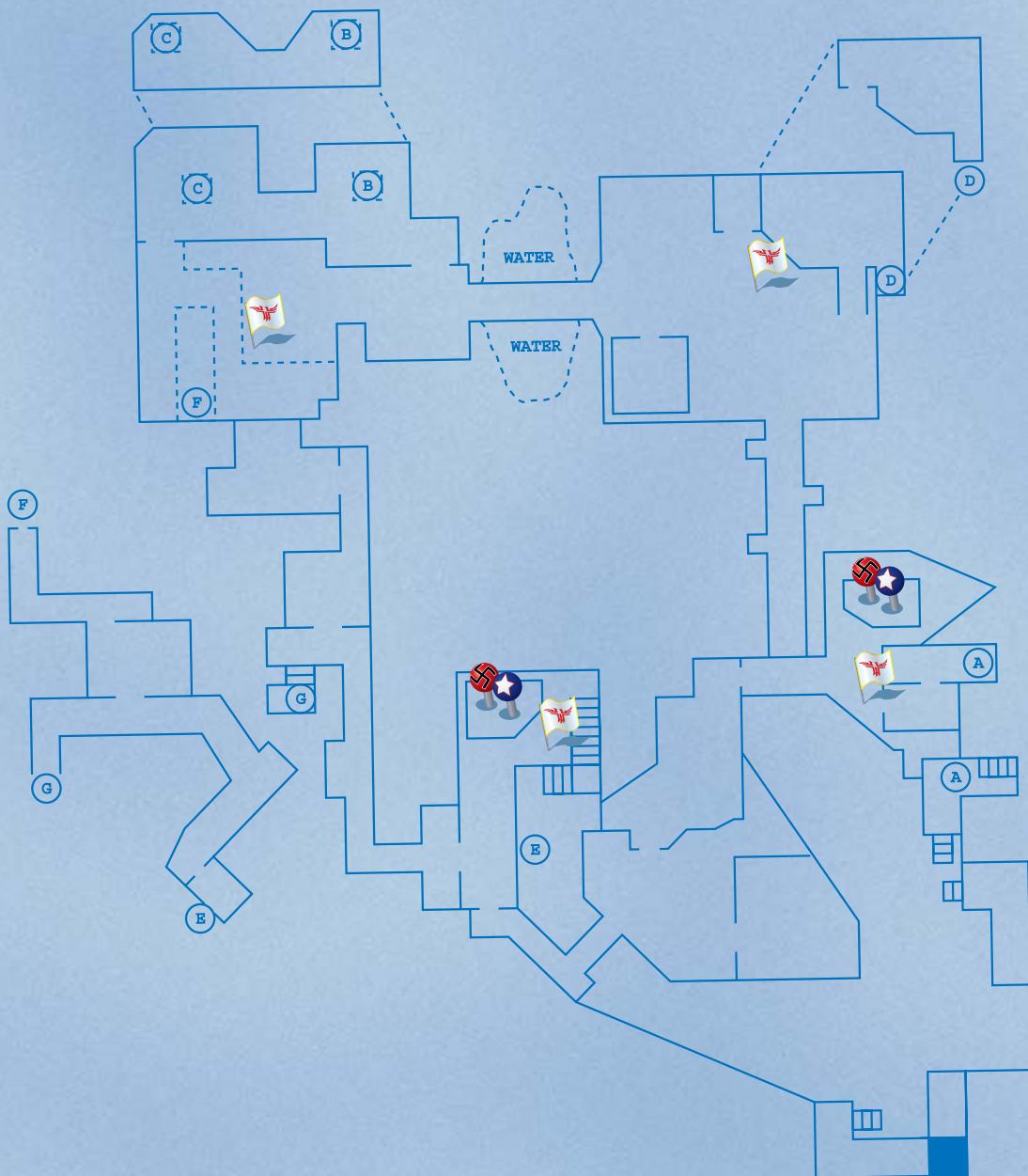


FLOOR 2

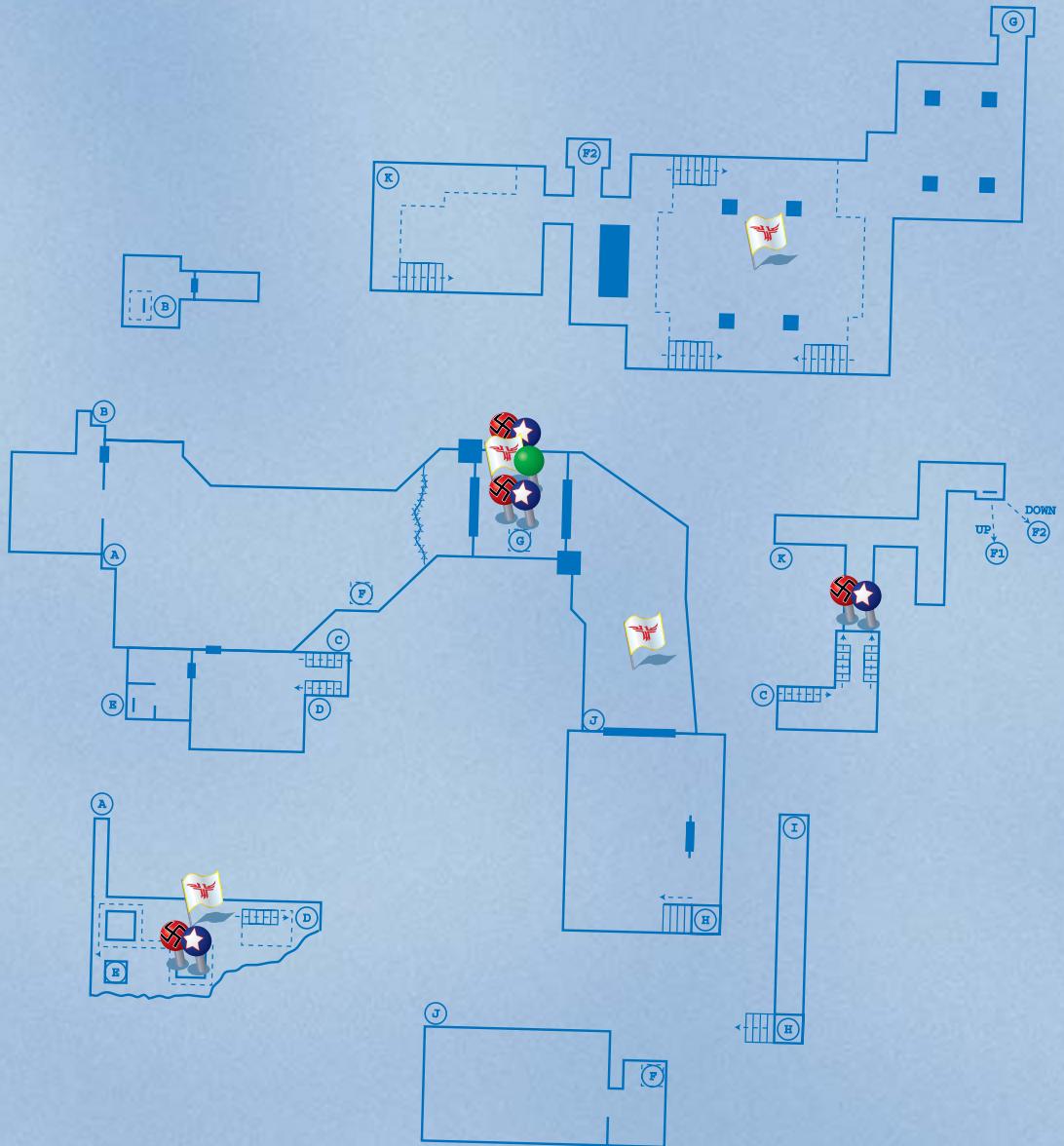




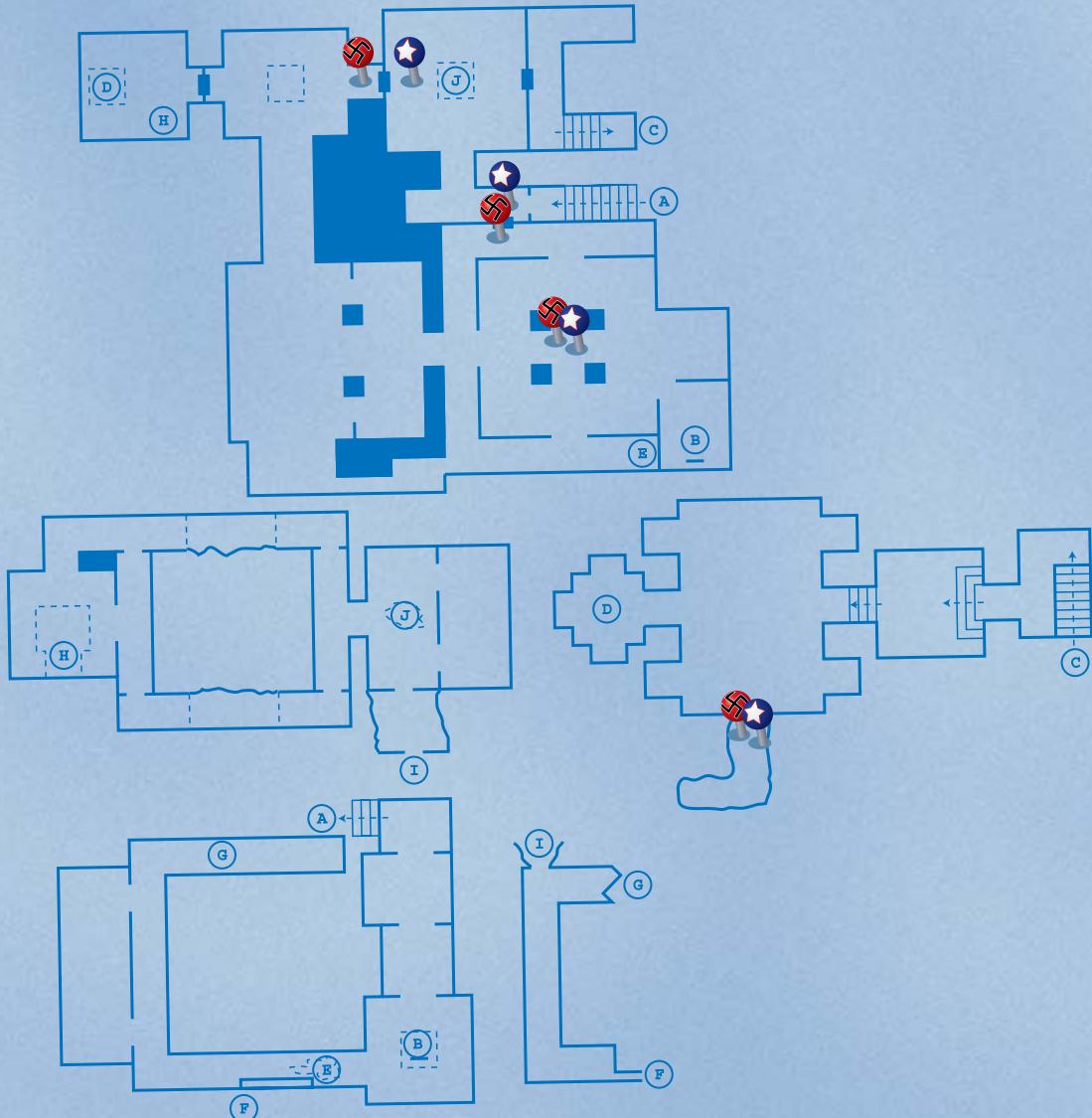
COMMUNIQUÉ



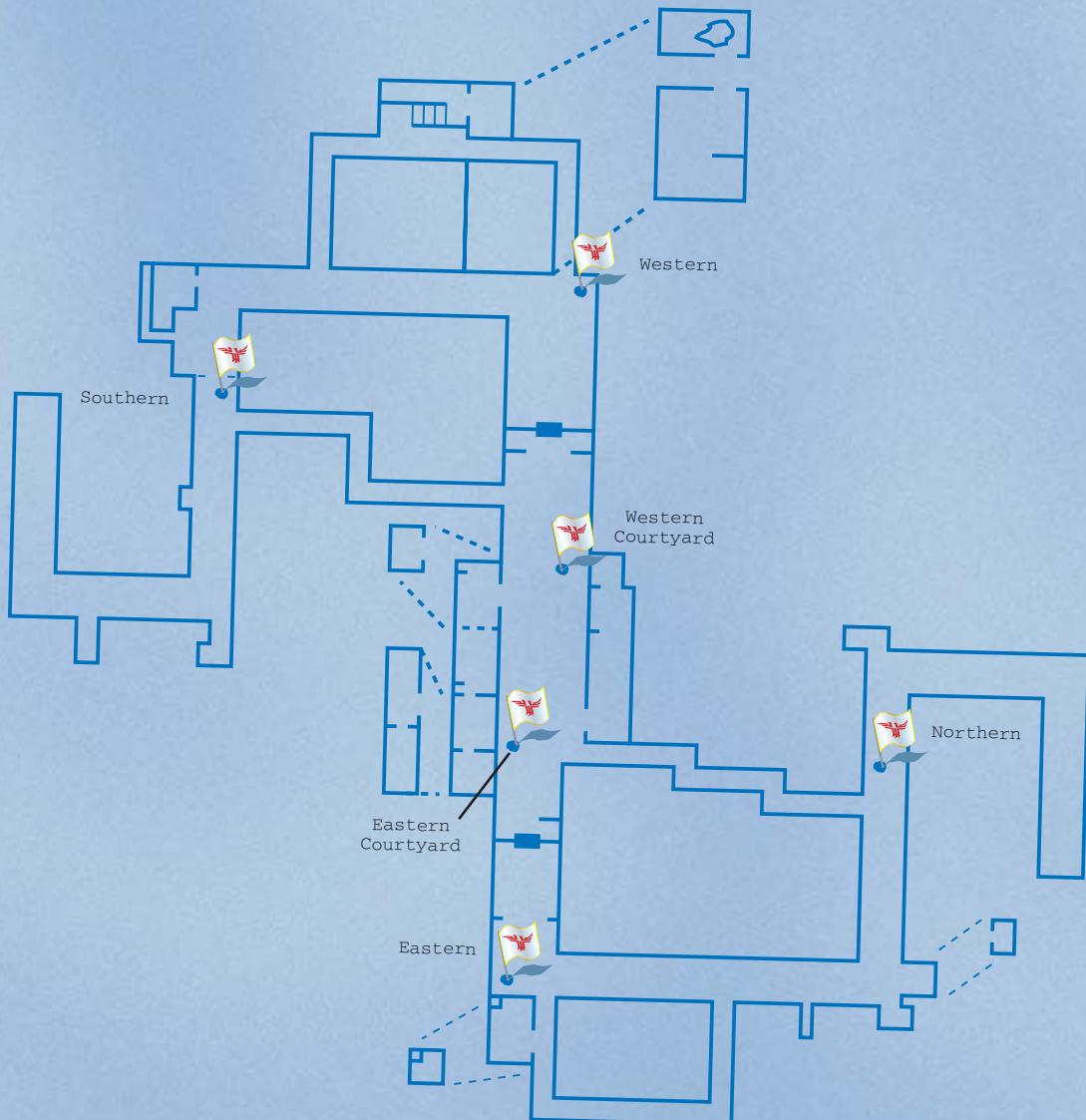
ASSAULT



CASTLE



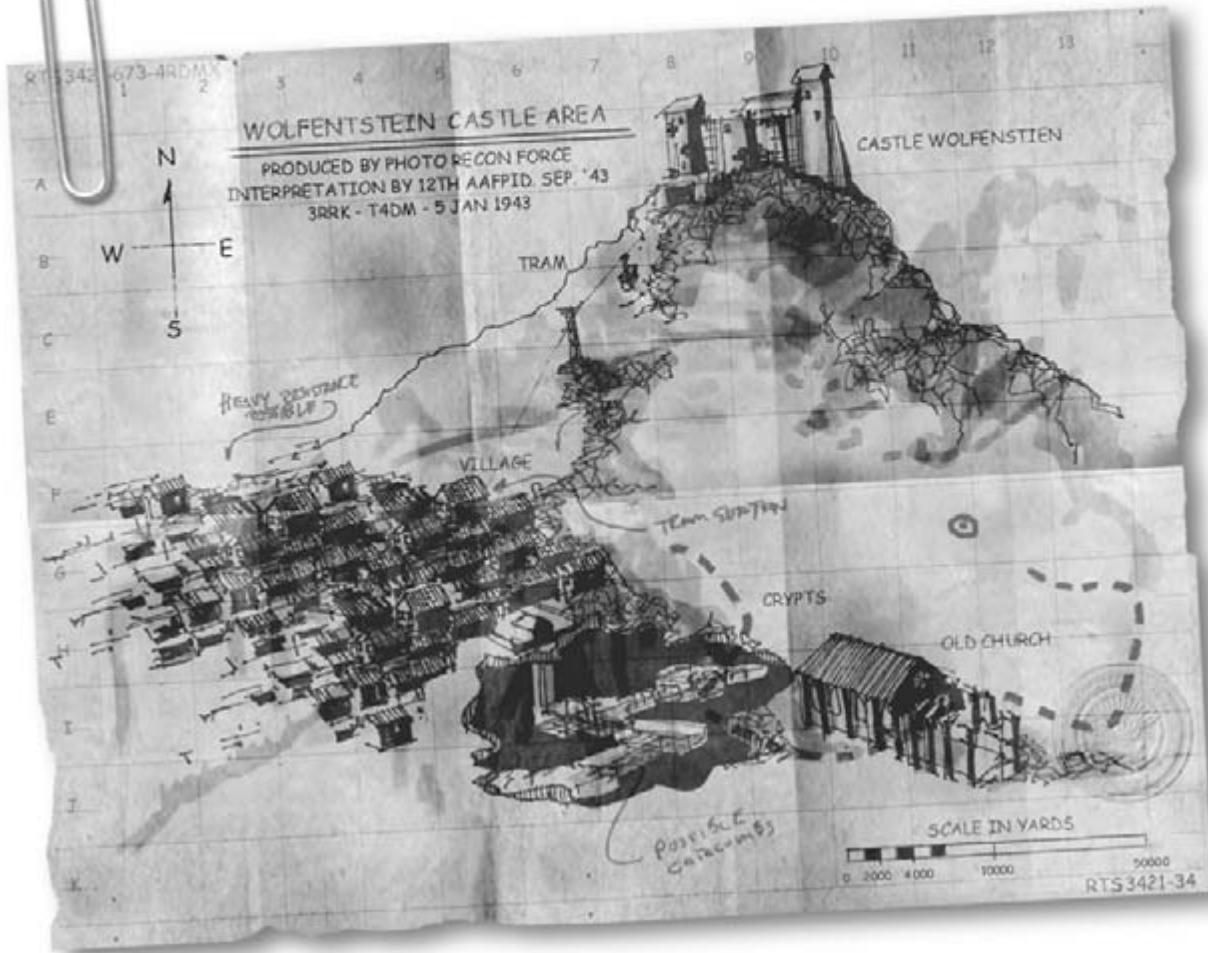
DESTRUCTION





UNIDENTIFIED WAS FORCED TO EAT
UNIDENTIFIED THREW UP
UNIDENTIFIED SICKNESS THE WIFE A DISEASE





RETURN TO CASTLE

Wolfenstein™

Mission 1



Mission 1—Ominous Rumors



Part 1: Escape!

MISSION BRIEFING

Orders are as follows: Infiltrate Castle Wolfenstein and investigate increase in activity from SS Paranormal Division. Gather any intelligence information you may find regarding said SS division and their activities in the area.

Kessler, your contact, is a member of a German resistance group called the Kreisau Circle. He has managed to partially infiltrate the SS Paranormal Division's temporary Headquarters and has valuable information regarding their activities. Meet Kessler in the village near the archaeological dig site. He will have further information regarding your mission.

Remember: If you or Agent One is captured, escape at all costs. Standing Order #71 remains in effect: If you are placed in a compromising position where you might divulge information regarding your mission or the OSA, take your own life by ingesting your cyanide tablet. As always, the OSA will disavow any knowledge of your identity and mission if you are compromised. Good luck!

Objectives: Escape the Dungeon by Any Means Necessary

Nice work dispatching that guard Blazkowicz, but despite the fact that you seem to be an agent with remarkable cunning and skill, you managed to get caught, separated from your partner, and thrown in a blood-stained dungeon. Oh well, no time to dwell on the past. This may be your only opportunity to carry out your mission and to escape this hellish castle alive.

Though the walls have a nice decor of blood, this cell is not an ideal place to call home. Pick up the Luger from your first victim as you head into the hallway. Follow the cold stone hallway past the locked cell doors and into a room with a large Nazi flag. Test the sharpness of your knife on the flag as you pass, making your way up the stairs.

At the end of the hallway is a window to the right of a metal gate. Take a peek to see a scientist washing his hands of blood and guilt—no doubt the blood of your fellow OSA agent. Seems like perfect timing for you to quietly ram him from behind with the steel blade of your trusty Combat Knife (figure 7-1). It takes him only a few moments to wash his hands, no matter how bloody they are, so act fast before he turns around and calls troops to his aid.

Objectives

1. *Escape the dungeon by any means necessary.*
2. *Locate the exit to the lower keep.*



Secret Areas: 6



Treasure Items: 9

While the scientist bleeds at your feet, take a moment to read the note hanging above the sink. The corpse on the table is your fellow comrade. Pull the switch on the wall near his body. So much smoke! Don't touch the current or you fall victim to the torturous device. Open the gate to the right of the sink.

Fig. 7-1. With a few light steps, the doctor never sees you coming. Stab away while his back is turned.



Objectives: Locate the Exit to the Lower Keep

Up the spiral stairs is a locked door on the left wall and a room with Nazi soldiers ahead. With careful steps and a sharp Combat Knife, pierce the backs of these soldiers without making a noise or attracting the attention of a third soldier on guard in the room beyond. The alarm switch in this room is broken, however; you can make as much noise as you want without alerting the entire castle. When the room is cleared, collect the two First Aid Kits on the left wall if you need them. On this wall you also find an MP-40 and some ammunition.

Head through the opening at the end of the room and follow the hallway to the base of the stairs. If you missed him earlier, kill the guard here and read the note on the wall opposite his desk. Thanks to you, there's no need to punish the soldiers who let you escape. You are a hero to all, Blazkowicz.

Now, run up the stairs and through the door. Take a breath of fresh air, then head back into the castle through the door at the end of the walkway. When you open the door, a soldier waits for you at the end of the hall. Quickly fire a round from your MP-40 into his face and take the spiral stairs to the bottom.

Secret Area



Fig. 7-2. Don't waste bullets shooting through these planks. The payoff won't offset the expended ammo.

At the bottom of the stairs, you find wooden planks marked "Munition" (figure 7-2). Kick your way through the boards to reveal a Secret Area where you find two clips of 7.92mm ammunition.

The door at the bottom of the stairs leads back to the room where you encountered the two guards by the First Aid Kits. If you haven't already used them, visit this room for a health boost.



Travel back up the stairs until you reach the first door on your left. There is a guard on the other side of this door itching for some action. Kick open the door and spin to your right, firing your weapon into his head (figure 7-3). From the door across the courtyard, one of his little Nazi buddies attempts to come to his rescue. Fill him with lead, then venture through the door he came out of.

Enter the barracks and nab the two MP-40s from the gun rack on the left wall. On the right wall are two First Aid Kits and a bag of Grenades sitting atop a chest. It's time to head back to the spiral staircase, but first rob the barracks of hidden treasure.



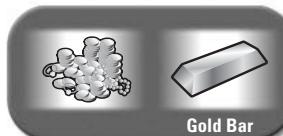
Fig. 7-3. Surprise the soldier at the bottom of these steps; kick the door open. He stands like a deer caught in headlights as you fill him with lead.

Secret Area



Fig. 7-4. When the bricks give way, the sparkle of gold surrounds your feet.

Where would a Nazi hide his valuables? Under the bed of course! Walk between the second and third bunk beds and start kicking at the bricks on the ground. The bricks break away revealing one Gold Bar (figure 7-4). Who would have thought saving the world would be so lucrative?



Climb to the top of the spiral staircase and bust open the door there. Directly in front of you is a crouching Nazi hoping you didn't see him. He would love for you to walk away so that he can shoot you later on. Silly Nazi. Dispose of this sneaky sniper and head back down the spiral staircase to the door with the red flashing light above it.

Open this door and follow the hallway around to a room with two guards. Blast these guards and depress the button on the wall to your left. Doing this turns off the alarm, relieving you of that hideous echoing siren. Collect the Binoculars and MP-40 from the table and check the shelves for First Aid Kits if you need them. Before leaving this room check out the map located next to the alarm switch.

CAUTION

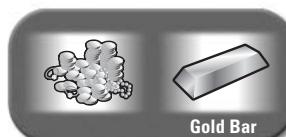
There is a sniper who occasionally points his sights at the window. Though he won't always shoot at you, use caution when collecting the Binoculars and MP-40 from the table.

Secret Area



Fig. 7-5. This map is all that stands between you and sweet, sweet gold.

The map on the right of the alarm switch harbors a couple of hidden treasures (figure 7-5). Break the map to collect the two Gold Bars hiding here.



With treasures in hand, make a daring escape out of the window. Drop all the way down and run up the small flight of stairs. At the top of the stairs is a sniper quietly freezing to your left. Warm him up with gunfire and take his Mauser Rifle as you continue around this walkway to a door on your left.

The minute you open this door a soldier runs at you from behind. Back away from the door and wait for him to come running up the stairs before entering the room (figure 7-6). When he is face down on the floor, reopen the door and quickly fire at the soldier posted under the flag. The floorboards disappear in front of you thanks to some trigger-happy Nazis on the floor below. Run toward the table on the left side of the room and collect the First Aid Kit on the far wall. There is also a First Aid Kit and some ammo near the hole.



Fig. 7-6. Who does this guy think he is, trying to sneak up behind you? A few bullets set things straight.

Before jumping down the newly formed hole in the floor, toss a Grenade or two down to help clear the area of soldiers. Hop into the hole and lay some gunfire into any survivors. When the dust settles, walk to the bricked archway opposite the door.

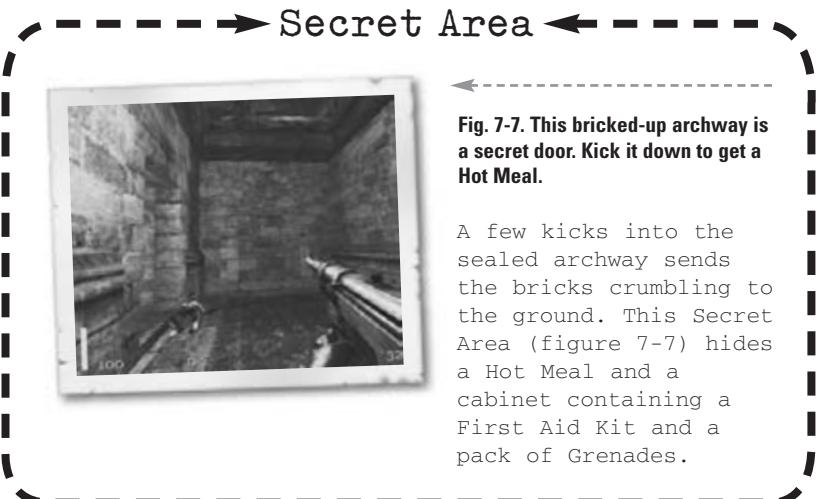


Fig. 7-7. This bricked-up archway is a secret door. Kick it down to get a Hot Meal.

A few kicks into the sealed archway sends the bricks crumbling to the ground. This Secret Area (figure 7-7) hides a Hot Meal and a cabinet containing a First Aid Kit and a pack of Grenades.

Head through the door opposite the archway into a large corridor. Kill all the soldiers that greet you on your way to the hallway on your right. Enter the right-side door and collect the First Aid Kit and pack of Grenades from the cabinet on the left side of the room. The presence of so many guards in this room suggests they are protecting something.

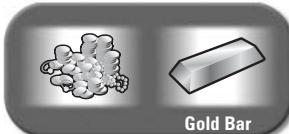
CAUTION

The large suits of armor on display in the corridor hurt you if they fall on you.



Fig. 7-8. Press your Activate key on the candlestick to open the wall behind you.

The candles on the left side of the door are a little crooked (figure 7-8). Straighten them out to reveal a secret passage opening left of the fireplace. Enter the Secret Area to find three Gold Bars just for you.



Cross the hallway and dispose of any guards in this room. Help yourself to the Hot Meals on the table, then thrash the place as a reminder of your coming.

Secret Area

Fig. 7-9. Slash up the picture of Hitler's ugly face to unveil beautiful gold. Beauty and the beast.

Destroy the portrait of Hitler in this room (figure 7-9) to find some of the castle's valuables. It's worthwhile to break everything on the walls; otherwise you might miss something.

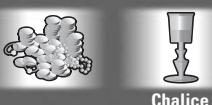


Gold Bar

Secret Area

Fig. 7-10. Though these carvings are hard to see, the gold they hide is not. Activate this carving to claim your prize.

Press the carving on the left alcove to reveal the Secret Area (figure 7-10). On the altar is a nice, shiny Chalice to add to your collection.



Chalice

Continue down the hallway to find a door on your left. Behind this door is some ammunition and food. After you stock up on supplies, open the door at the end of the hallway and press on toward your final door. Time to reload and head into Level 2.



**Objectives**

1. Locate tram entrance.



Part 2: Castle Wolfenstein



Secret Areas: 4



Treasure Items: 7

Mission Briefing

NO NEW INFORMATION AT THIS TIME.

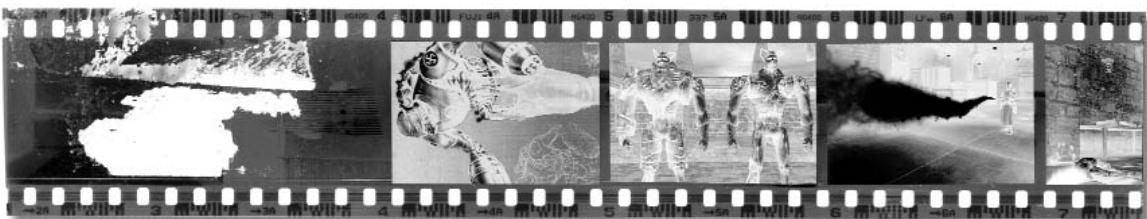
Orders are as follows: Infiltrate Castle Wolfenstein and investigate increase in activity from SS Paranormal Division. Gather any intelligence information you may find regarding said SS division and their activities in the area.

Kessler, your contact, is a member of a German resistance group called the Kreisau Circle. He has managed to partially infiltrate the SS Paranormal Division's temporary Headquarters and has valuable information regarding their activities. Meet Kessler in the village near the archaeological dig site. He will have further information regarding your mission.

If you or Agent One is captured, escape at all costs. Standing Order #71 remains in effect: If you are placed in a compromising position where you might divulge information regarding your mission or the OSA, take your own life by ingesting your cyanide tablet. As always, the OSA will disavow any knowledge of your identity and mission if you are compromised. Good luck!

Objective: Locate Tram Entrance

Time to locate a tram so you can leave this creepy castle. Enter the first door you find as you start the level. Sneak up behind the Nazi and put your Knife into his head. You can kill him with other methods, but too much noise causes others to hear and consequently sound the alarm. Hey, looks like he was just about to sit down for supper. Grab a bite to eat of his Hot Meal if you are low on health.





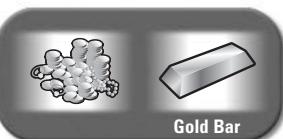
Secret Area



Fig. 8-1. The compartment is open, the chair is stacked, and it's time to collect your reward.

In this room you find a painting of a Nazi soldier. Activate the painting and pull the lever behind it to open a compartment hidden behind the Nazi flag above the fireplace.

It takes some of your fine acrobatics to reach the treasure, so grab a chair from around the table. Remember, you cannot pick up a chair if you are holding a two-handed weapon. Place the chair on top of the table and jump onto it (figure 8-1). Now that you have elevation, use a sprint-jump to leap onto the mantle. Slice down that flag and the treasure is yours.



Gold Bar

Note the munition storage on your left as you go into the main hallway. You visit this again later. For now, head down the stairs and get ready for battle.

A soldier faces a window on your way down the stairs, and two soldiers occupy the room to your left at the bottom of the steps. A First Aid Kit is in there if you run low on health. Another soldier runs at you from underneath the bridge where two soldiers are perched. As soldiers appear, greet them with a bullet to the head and prepare for the next. When your killing spree is over, run under the bridge and up the spiral stairs at the end of the path.

At the top of the steps is an opening to a courtyard. Watch for a brave soldier who pops out from behind the crates in the middle of the courtyard. When you have force-fed him some lead, take his position behind the crates and aim at the sniper looking over the courtyard from a ledge just left of the door you came through (figure 8-2). Drop the sniper and take a jog down the small set of stairs to the door with the red flashing light.

This hallway leads to the bridge you ran under earlier. Follow the hallway, passing the door on your right, and open fire on the guard that shoots from across the bridge. When he is dead, access the alarm controls near his body. Finally, some silence from the deafening wail of the castle's alarm.



Fig. 8-2. Here is the location of the sniper on the wall. Shooting him gives you the power to freely roam the courtyard.



Hop up the stairs next to the alarm switch and remove the soldier here from his post. In this room is a clipboard with information of excavation findings as well as some ammunition. There is also a lever next to the Nazi flag that opens the munition storage you passed near the beginning of the level. Pull the lever, head back across the bridge, and stop at the small room to the right for a Cold Meal and an MP-40. Exit the small room and follow the hallway back toward the courtyard. Open the door you pass on your left. Look familiar? Cross the hallway to the door on your right. Raid the munition storage of any needed supplies and return to the hallway that leads to the courtyard.

When you return to the courtyard, climb the steps and head right, climbing a few more sets of steps. You meet a soldier as you walk toward the door at the end of the walkway. Gun him down and take his gun as a souvenir, then enter the doorway.

The door on your right leads into a small room bypassing the locked door at the end of the hall. Take a moment to break open the cabinet and collect the Armored Helmet and First Aid Kit before exiting the room and heading down the stairs to a room marked "Weinkeller." This room is home to a couple of soldiers enjoying the perks of being posted in the wine cellar. Drunks with guns are loose cannons, so quickly kill them to avoid an early demise.

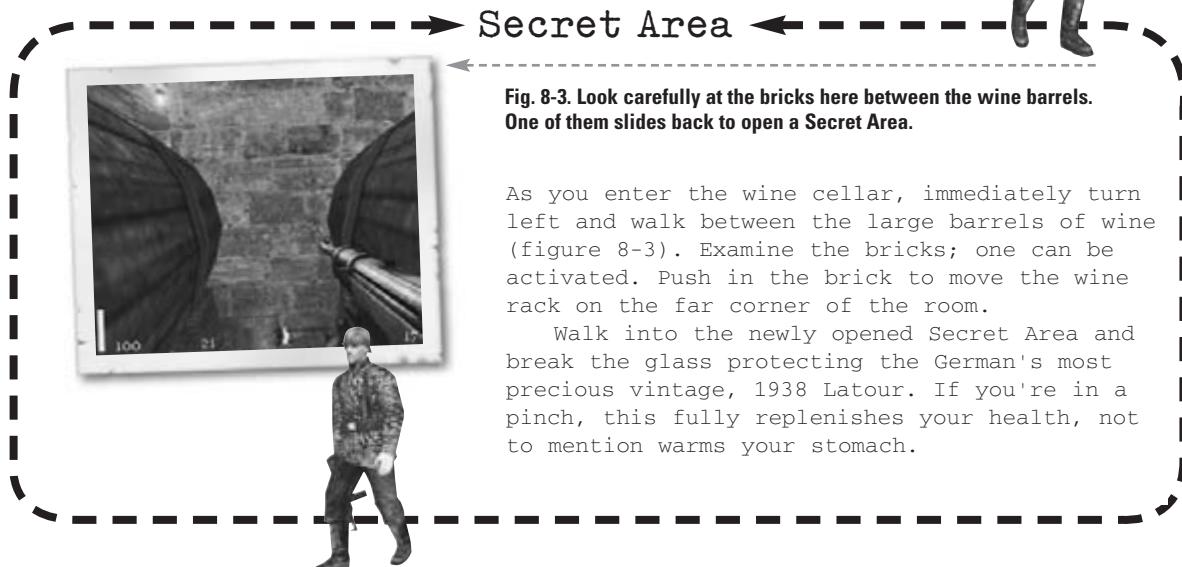


Fig. 8-3. Look carefully at the bricks here between the wine barrels. One of them slides back to open a Secret Area.

As you enter the wine cellar, immediately turn left and walk between the large barrels of wine (figure 8-3). Examine the bricks; one can be activated. Push in the brick to move the wine rack on the far corner of the room.

Walk into the newly opened Secret Area and break the glass protecting the German's most precious vintage, 1938 Latour. If you're in a pinch, this fully replenishes your health, not to mention warms your stomach.

Leave the cellar and continue around the corner to a large dining room. Quite a few soldiers have gathered here, so give your MP-40 a nice workout. When the last soldier falls, run down the stairs and follow the hallway around to a door with a flashing red light. Expect immediate resistance as you near the door, so continue slaying soldiers until all is quiet.

TIP

If you don't use them all the first time, you can return to the munition storage for First Aid Kits.



When you are spotted, a soldier yells, "Protect the gold!" So much for that secret. With all the soldiers dead, search the place for their "secret" treasure and any other useful items they were protecting.

As you walk in, the room on the right contains a couple MP-40s and a First Aid Kit. Grab what you need and head toward the room across the hall, left of the Nazi flag. On your way, look for the alarm switch to the left of the doorway and turn off the noise. Continue into the room to find a Cold Meal, another MP-40, and a First Aid Kit. There is also a clipboard for your reading enjoyment.

Secret Area



Fig. 8-4. Any help-wanted ads posted on the bulletin board? Well, guess it's back to killing Nazis then.

This room is also home to another Secret Area. Hop over the table and put your foot through the bulletin board nearest the flag (figure 8-4). The bricks behind the board seem a little loose. Knock these bricks away to unveil a hidden area containing a pair of Gold Bars. Could this job get any better?



Gold Bar

Use the door next to the flag to exit the room. Pass the locked door marked "Verboten!" and enter the door with the red light above it. This room looks barren, but looks can be deceiving. There's nothing in here but an explosive oil drum suspiciously close to wall of loose bricks. Hmm... Could there possibly be another Secret Area in this room?

Secret Area



Fig. 8-5. An instant door. Too bad there aren't oil drums next to the wall leading to the tram.

Whenever you deal with explosives, it is vital to keep a safe distance. Stand in the corner of the room opposite the oil drum and dump a couple of rounds into it. Blammo! The drum explodes, taking the wall with it (figure 8-5).

Inside the room is an array of items ready for your grubby hands to nab. On the shelves you find some clips and an Armored Helmet, but the table is where the true treasures lie—two Gold Bars and a Golden Helmet.



Gold Bar

Golden Helmet



Pull the lever to open the door of the Secret Area and zip across to the munition cell for some more ammo, First Aid Kits, and a bag of Grenades. When you're loaded up, head left, making another left up a set of stairs leading to a switch on the wall. Pull the switch to open the adjacent gate and proceed through.

Follow this hallway up the stairs and back into the upper portion of the dining room. A soldier rushes out of the door to your left to show you his shiny bullets. Politely refuse the offer and shoot him dead for wasting your time. Use the door he came through and follow the hallway to a door leading outside.

Immediately after you open the door, a soldier runs at you from the stairs to the left. Drop him and quickly run to the large automatic machine gun on your right. Take control of this mighty beast and unleash the fury, massacring the Nazis posted on the bridge and also the snipers below (figure 8-6). Have a blast, Blazkowicz!

Take the stairs down to the door on the left. Inside, find a pick-me-up if you're injured and a couple of MP-40s. Another room with similar items is across the way near the dead snipers. Fully supplied, head back through the hallway and into the dining room.

Time to do some backtracking. Enter the dining room, where a couple of soldiers await you to the left. Kill them, then take the stairs back up toward the wine cellar and into the large stairwell. Another soldier waits at the top of the steps. After you kill him, open the door on the right and venture through the next door at the end of the hall.

TIP

To avoid return fire from the soldier at the top of the large stairwell, shoot up at him from the bottom of the steps. A head-shot quickly takes him down and allows you free passage (figure 8-7).



Fig. 8-6. Hold down the trigger and watch the Nazis fall. Shoot right through the bricks that the snipers above futilely hide behind. You can't hide from death.



Fig. 8-7. If the man at the top of the steps had paid more attention to the happenings below, he might have saved his skin.

Nazis have reclaimed the courtyard, but only momentarily. Once again there is a soldier at the crates and a sniper on the castle wall. There is also a soldier hiding to the right of the bottom of the stairs (figure 8-8). Clear the area of these pests and exit the courtyard through the archway under the sniper post.

Fig. 8-8. Who you hiding from, buddy? Oh, we're playing a game...tag you're it!

Through the opened double doors is the bridge you cleared with the automatic machine gun. A ladder just past the double doors on the right leads to the sniper post. Collect their weapons and a First Aid Kit. After you drop back down, cross the bridge and go through the door on the right, following the stairs down to the exit.





Secret Areas: 0



Treasure Items: 0



Part 3: Tram Ride!

Objectives

1. *Restore power to the tram.*
2. *Escape from Castle Wolfenstein.*
3. *Meet Kessler in the village of Wulfburg.*

Mission Briefing

NO NEW INFORMATION AT THIS TIME.

Orders are as follows: Infiltrate Castle Wolfenstein and investigate increase in activity from SS Paranormal Division. Gather any intelligence information you may find regarding said SS division and their activities in the area.

Kessler, your contact, is a member of a German resistance group called the Kreisau Circle. He has managed to partially infiltrate the SS Paranormal Division's temporary Headquarters and has valuable information regarding their activities. Meet Kessler in the village near the archaeological dig site. He will have further information regarding your mission.

Remember: If you or Agent One is captured, escape at all costs. Standing Order 71 remains in effect: If you are placed in a compromising position where you might divulge information regarding your mission or the OSA, take your own life by ingesting your cyanide tablet. As always, the OSA will disavow any knowledge of your identity and mission if you are compromised. Good Luck!

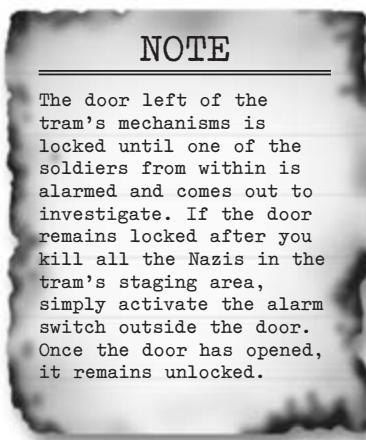
You're close now, Blazkowicz. Enter the door on the right to collect the Cold Meal, stamina boost, and the MP-40 from the small room, then return to the hallway. Follow the hallway down the flight of stairs and open the double doors into the tram staging area.

Objective: Restore Power to the Tram

A soldier is making repairs to the tram's pulley mechanism. Doesn't he know that all the tram needs is a little power? Kill the man for his incompetence (figure 9-1). Naturally, others come to his aid, but all suffer their comrade's fate. After splattering the cold stone walls with Nazi blood, enter the door left of the mechanisms.



Fig. 9-1. Try turning on the power next time, moron!



Now to get power to the tram so you can finally leave. Follow the steps down into the tram's control room. There are a couple of soldiers here, but nothing you can't handle with your MP-40. Use the alarm switch at the back of the room to turn off the alarm that blares when one of the soldiers cries out for help. Find Grenades, ammo clips, and First Aid Kits along the walls near the switch if you need them.

Tram power is just a lever pull away now. Walk over to the tram's power generator and pull the lever opposite the oil drums (figure 9-2). It's working! Grab the Armored Helmet from the table left of the lever before running upstairs to catch your tram.

Fig. 9-2. This lever supplies the tram with power.
Pull it and head back up to the tram.

Objective: Escape from Castle Wolfenstein

With the tram's power back online, the tram ascends to the staging area on its own. The tram is not empty, however; it delivers two fresh soldiers for you to riddle with bullets (figure 9-3). If you need a bite, grab a Cold Meal from the room opposite the tram, then push the button on the control box next to the tram and ride down the hill.





As you descend, fire at the soldiers at the next tram station (figure 9-4). One attempts to climb the ladder to the top of the station, and one fires from the perimeter. Look for another to come out of the tiny office on the left when the tram stops. Raid a First Aid Kit from the office if you were hit on your ride.

Fig. 9-3. Wait here for the tram to arrive with fresh targets. When the soldiers come into view, blast away.



Fig. 9-4. Fire at the soldiers as soon as they come into view. This prevents you from becoming a sitting duck when the tram stops.

When the shooting stops, climb the ladder at the right of the tram to the top of the station, and then take the ladder there down into the station's belly. Use the switch near the foot of the ladder to open the trap door allowing access to the tram's controls. Beware: a soldier awaits you down in the control room. To avoid hopping down into his trap, circle around the opening and shoot down at him (figure 9-5).

The switch in the control room allows the tram to continue down the hill and away from Castle Wolfenstein. Climb the ladder back to the tram and push the button on the control box as you enter the tram. Ready your Mauser as you start the final tram ride down to the lower staging area.

As you approach the lower staging area, take aim at the two soldiers firing at you from the upstairs portion of the station. One fires from an office window, the other from the walkway around it. With luck, you kill both soldiers before the tram reaches its dock. When the tram stops, another soldier comes firing at you from the door in front of the tram. Eliminate him.

CAUTION

Oil drums sit dangerously close to the door in front of the tram. As you walk through the door, a soldier inside shoots these drums, exploding them in your face. To avoid being charbroiled, open the door from the tram side and take a few steps back. Shoot the drums until they blow. With the drums gone, the soldier is forced to shoot at you—leveling the playing field.



Fig. 9-5. Creep to the edge of this hole until the sneaky soldier's head is in view. Bang!

Before heading through the door that the soldier popped out of, walk around the station to another door and collect some supplies. When you are stocked up, return to the door in front of the tram and open it. One soldier is ready to fire at you from the right, and another is below inside the power generator's fence. Quickly kill them both before they shoot you.

If you were hit by gunfire, First Aid Kits are down in the power generator area. When you are healed and ready to go on, climb the ladder opposite the locked door. Near the top of the ladder is an office with an Armored Helmet on the desk. Grab it and return to the top of the ladder. From here, jump onto the top of the fenced power generator and kick out the grating to enter the vent shaft (figure 9-6).



Fig. 9-6. Jump on the rail to safely make this jump onto the fenced power generator.



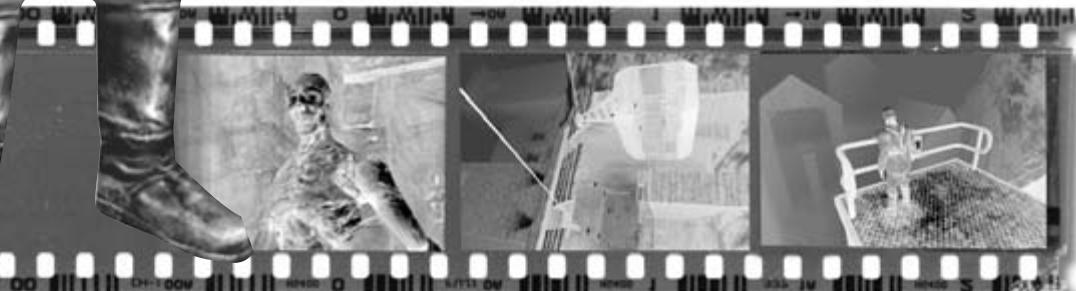


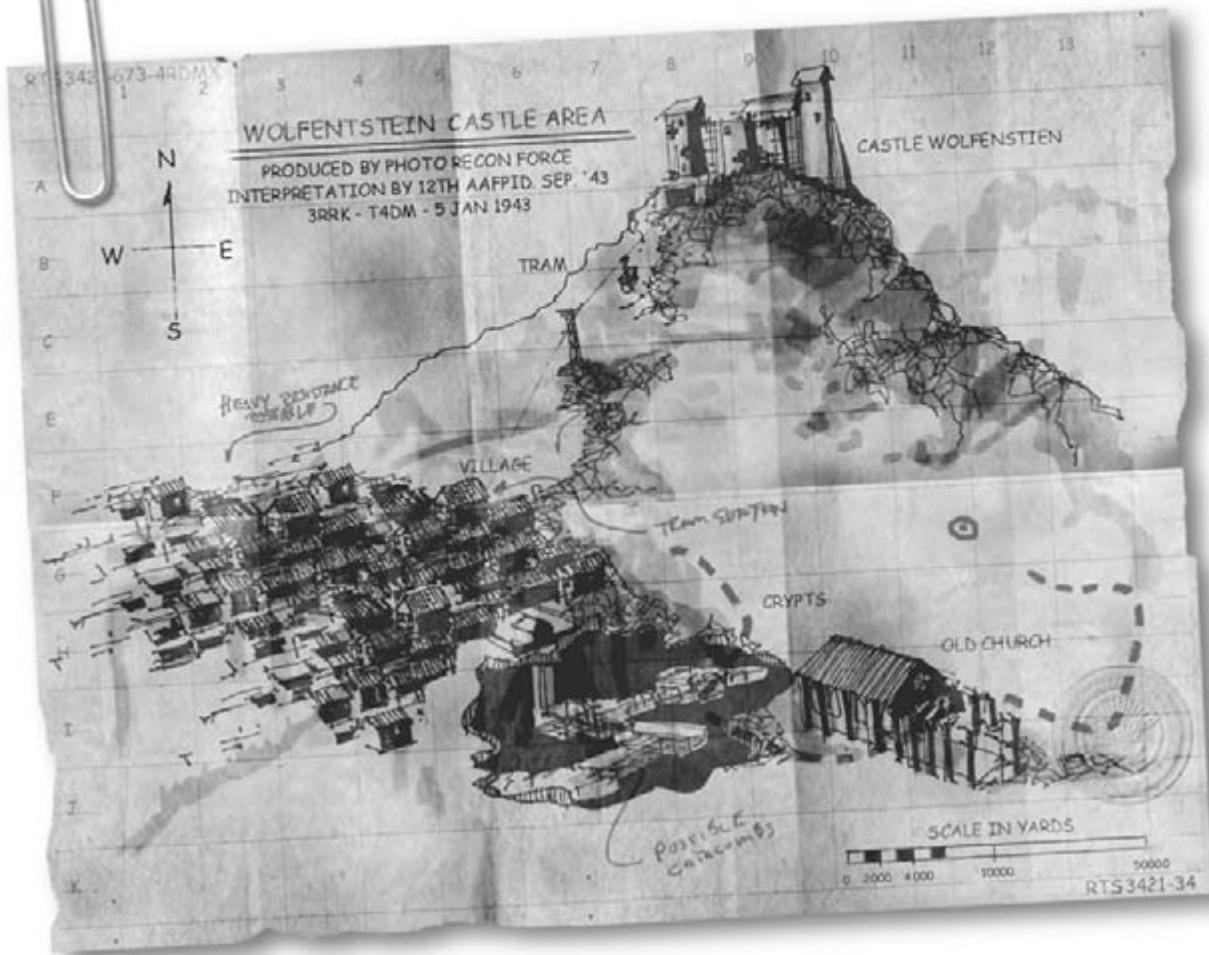
Fig. 9-7. Enter these doors to meet Kessler. Next time have him come to your office.



Objective: Meet Kessler in the Village of Wulfburg

Follow the vent down to a large hall, where you engage in a shoot-out with a good number of Nazi soldiers to your right and a few more through the gate to your left. When the last soldier falls, a cutscene shows you your contact, Kessler. Before entering the opened double doors to meet him, however, take the hallway on the opposite wall into a room to collect a pair of Binoculars and some other supplies (figure 9-7). You are finally free from Castle Wolfenstein and ready to carry out the remainder of your mission. Way to go, Agent Blazkowicz. You are truly one of the OSA's finest.





RETURN TO CASTLE

Wolfenstein™

Mission 2

MISSION 2-Part 1



Mission 2—Dark Secret



Part 1: Village

Objectives

1. *Infiltrate the village.*
2. *Locate the SS Paranormal Division's archaeological dig site.*

Mission Briefing

From OSA: Learned of your capture and subsequent escape from Castle Wolfenstein; Agent One's death is a tragedy, but unavoidable.

Himmler's SS Paranormal Division, headed by Helga Von Bulow, is staging a massive archaeological dig near the outskirts of the village. OSA recently intercepted fragments of high-level encoded messages coming from the site directly to Himmler himself, but up to this point we have been unable to fully decode any of the messages.

Karl Villigut is a member of the Kreisau Circle in the village with an important item for you. If possible, locate him and obtain the item, then proceed as per Kessler's instructions to archaeological dig and investigate the situation. Remember to gather any intelligence information you may find along the way. New orders once you reach the dig site.

Objective: Infiltrate the Village

Grab the weapons, ammo, Binoculars, and Hot Meal off the table, then follow Kessler down the stairs. He reveals a secret entrance to the café wine cellar. A drunken German soldier mumbles incoherently from below. Drop down and dispatch him with your weapon of choice. His back is turned, so he shouldn't notice your approach (figure 10-1).



Secret Areas: 2



Treasure Items: 3



Fig. 10-1. Cheers!



Objective: Locate the SS Paranormal Division's Archaeological Dig Site

Creep up both flights of stairs, stopping just before you reach the top of the second flight. Two German officers discuss current events close by. In the room across from the stairwell are a civilian and a Hot Meal. Open fire on the two unsuspecting officers and prepare to face an onrush of alerted troops if your killing spree catches their attention. They come from outside, through the far door. Mow them down as they appear. Also, watch for one guard that fires at you from the second floor. Dispatch him as well. In the room across from the stairwell are a civilian and food. Refill your health meter with a Hot Meal, but ignore the woman; if you kill her, the mission ends.

If killing the two officers did not alert the troops, you face them when you step outside. The best strategy is to step outside, wait till they notice you (they usually exclaim, "The American..."), and then step back into the café. Back up a bit and shower them with bullets as they appear in the doorway (figure 10-2).

Walk outside and turn right, entering the first door you come to. Take the flight of stairs and follow the cobblestone hallway past the café. Take a left at the poster and paint the walls with the blood of the two waiting soldiers (There may be only one, or even none, depending on whether or not you killed them at the café earlier).

Proceed down the hall, collecting the goodies from the room on the right. The first room on the left contains nothing. When you enter the room at the end of the hall, kill the machine-gun operator and man his station. Unload on the soldiers at the far end of the courtyard, wiping them out (figure 10-3).



Fig. 10-2. Blazkowicz's open-door policy.



Jump out of the hole in the room and take a stroll down the narrow walkway to your right. Again, you may encounter a soldier if he was not alerted to your presence earlier.

After you pass the Nazi flag, the corridor takes a left turn. However, a guard in a nearby tower is just waiting for you to make that turn. So, equip your Mauser; bring up the Scope, crouch, and creep around the corner with your sights aimed high (figure 10-4). Pick him off and then quickly bring your sights down to street level; the gunshot may alert others to your presence. If not, take the initiative and confront them now.

Fig. 10-3. Blazkowicz quickly adds this to his wish list.



Fig. 10-4. Beat him to the trigger

One soldier is to the left of the tower. Crouch and creep fully around the corner to get him. Then, be ready for at least two more soldiers approaching from your right. Finish them with a couple of aimed shots and you are golden. If you are not accurate with the Mauser, a machine gun does the trick, although not as efficiently.

When the area is clear, Karl Villigut appears and instructs you to follow him inside. First however, climb the tower ladder and grab some Mauser ammo. Then, enter Karl's home and obtain the Sten, a Hot Meal, a flak jacket, and more ammo. The Sten

is a deadly, silenced machine gun. It comes in handy when stealth and accuracy are paramount. Use short bursts to avoid overheating.

Exit through the back door of Karl's apartment, take a left, and make your way up a flight of stairs and onto a footbridge. Climb down the ladder on the left side of the bridge and head through the small tunnel.

After you go through the tunnel, wait for the roaming guard to appear (figure 10-5). Kill him silently with the Sten and go to the right, through the gated archway. Ignore the gate on your right, because it leads back to the corridor in front of Karl's house. Instead, follow the street to the left.

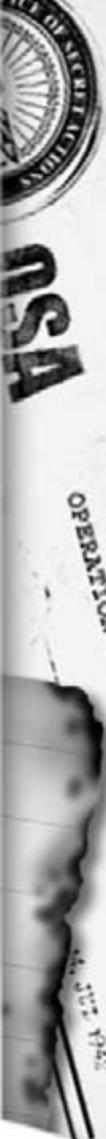


Fig. 10-5. Be patient; he'll come to you and you won't draw any extra attention.

Around the next corner, you encounter two Germans conversing about the archaeological dig. When you've heard enough, shut them up by placing a few Sten rounds in their skulls. Move into the building, killing the two officers within. Collect the items lying about, including the Armored Helmet and the silenced Luger.

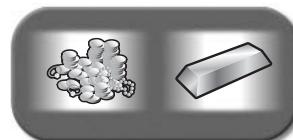


Secret Area



Fig. 10-6. Their secret was safe as long as *Mein Kampf* was the trigger. It hadn't been checked out in years.

A book in the bookcase triggers a secret passage when activated (figure 10-6). The floor sinks into stairs allowing passage into a basement wine cellar.



Pick up the three Gold Bars and the First Aid Kits and return to the ground floor.

Leave the building and backtrack to the gate you recently came through. Equip the Mauser and slowly move into the courtyard. Once through the gate, creep sideways to your right, with your Scope aimed above the stairs and through to the building beyond (figure 10-7). A sniper is waiting to play with you. Pierce his head with a slug from your Mauser.

Fig. 10-7. In war, the long shot is always a safe bet.





Duck into the door to your right and grab the Hot Meal and beverage. However, refrain from killing the civilian, no matter how tempting it may be.

Leave the cowardly lady and reenter the courtyard, moving up the stairs. If you killed the sniper, the coast is clear. If not, be vigilant. The path forks at the top of the stairs; but continue forward. A few turns later, you come to a courtyard with a black tree.

After you enter the courtyard, turn around to see a drainpipe. Climb it and find your footing on a snowy ledge. Jump over the archway to the ledge in front of the opened windows. Enter the first window and proceed through the room and into the hallway.

Head left to the open door. Enter silently and dispatch the guard. Grab the items and jump through the window back onto the ledge. Move forward; the ledge wraps around to reveal another open window. Cross the first room and open the door to the adjoining one. This is where that pesky sniper hides out. Kill him if you didn't earlier. Grab the stuff on the table and jump out of the window. Move straight ahead and back to the fork in the road. Take the right path this time.

Slowly move forward, ignoring the barricaded pathway to the left. A soldier makes his rounds up ahead. Award his ineptness with a 9mm trophy to the midsection. His friend wants one too, so show him you don't play favorites by pinning a fast moving silver ribbon to his chest.

Continue forward, passing a doorway on your right. Head down the stairs and make quick work of the Nazi who emerges from a distant doorway. Enter the room he came from and grab the goods he was attempting to guard.

Return up the stairs and into the doorway beneath the large arch. Skip down the

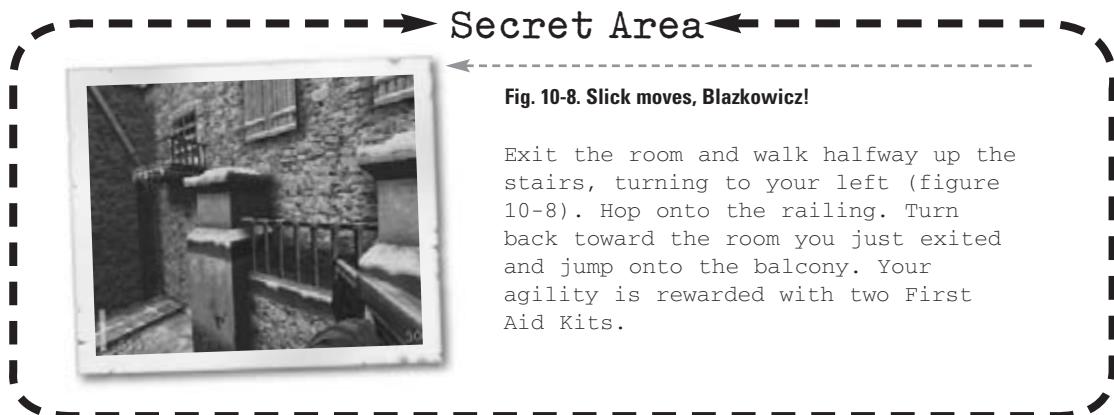


Fig. 10-8. Slick moves, Blazkowicz!

Exit the room and walk halfway up the stairs, turning to your left (figure 10-8). Hop onto the railing. Turn back toward the room you just exited and jump onto the balcony. Your agility is rewarded with two First Aid Kits.



wooden stairs and into another wine cellar (maybe the ineptness of the guards is directly proportional to the amount of alcohol in the area).

When you enter the main room, you again hear the babbling of unoccupied soldiers. Before you take care of them, be aware for one very brave Nazi who jumps from the second floor in a rash attempt to catch you off guard. Shoot him in the head. The ruckus alerts his two brothers-in-arms, and they emerge from the door ahead and to the right of you. You know what to do.

The second floor holds nothing of interest, so continue through the wine cellar and out the far door. The gated walkway directly ahead leads to the courtyard with the black tree. Turn left and approach the cemetery.

Equip the Mauser and creep into the cemetery, crosshairs up. Take out the soldier directly in front of you as well as two who stand far off and slightly left of your position (figure 10-9). Then, pivot left and take care of the closer enemy. Nice and convenient to kill them in a cemetery—now the families won't have to pay those outrageous ambulatory fees.

Move through the cemetery and up the stairs toward the mausoleum. Head around the back of the crypt and grab the Dynamite. Now, simply destroy the stone that covers the entrance to the crypt and you're done. (Don't waste the Dynamite; just kick or stab it until it breaks).



Fig. 10-9. Ashes to Ashes.





Part 2: Catacombs



Secret Areas: 1



Treasure Items: 2

Objectives

1. Locate Professor Zemph's Journal.
2. Pursue SS Paranormal personnel through the catacombs.

Mission Briefing

According to Kreisau Circle members from the village, these catacombs run a great distance under the village, ultimately leading to an ancient church that is no longer accessible by normal means. Helga von Bulow is reported to be there now, with a large contingent of her "Elite Guard" and a team of scientists from the SS Paranormal Division.

Your orders are to navigate the catacombs and locate the church. Gather any artifacts that you may find along the way for future analysis. Kreisau Circle reports "supernatural" activities are taking place in the catacombs; these are most likely unfounded rumors, but they are from a reliable source and must be heeded.

Objective: Locate Professor Zemph's Journal

Things don't seem to be going well for the Nazi rank and file. A trio of them discusses the horrible fate of their comrades. A chilling scream drives them to the exit, but their leaders broke the exit ladder, sealing them in. And that is why Nazis are so evil; they just don't care.

Another Teutonic scream of agony floats to them in the still air of the catacomb. They lock and load, prepared to make a final stand...

Which is where you come in, Blazkowicz. Having made it into the catacombs, you must find a way to the church. Unfortunately, those meddling Germans have unleashed some terrors you'll have to deal with. At the start, walk forward down the only path open to you, a dogleg hall that leads to a hole broken into the floor.

The three soldiers from the cutscene are down there, and they've got company—a ghoulish, supernatural kind of company. Safely watch from above as they fight a group of mummies and zombies (figure 11-1). Let them fight until one side or another is finished. Heartless? Maybe, but the Nazis won't be thankful if you help them out. Drop down and mop up when you're ready.

Pick up the Medium First Aid Kit, ammo, and Grenades along the back wall. Read the note on the worktable: Professor Zemph tells Madame Blavatsky that they've succeeded in uncovering the third Dark Knight tomb. Move on through the open door.

Be careful as you approach the next room; a pair of zombies wait to ambush you from either side of the door. Lure them out, then send them back to the grave. Inside the room, note the locked gate and a suspicious wall. You'll be back this way, so take note of the junction (figure 11-2). Continue down the only open path until you come to a gruesome sight of two zombies feasting on a corpse. Get their attention with a gun.

Pop them and collect the supplies near the poor dead soldier. His First Aid Kit and ammo won't do him any good.

Almost immediately you come to a pit with broken masonry on either side. The pit is full of spikes. Look at the wall directly across from you. Fire a few rounds at it and it crumbles, revealing another room. Sprint-jump from one spit of masonry to the other and enter the new room (figure 11-3).



Fig. 11-1. A creepy battle ensues below. Let the two sides soften each other up before you make a dramatic entrance from above.



Fig. 11-2. There's a locked gate to one side and strange wall in this corner. You'll return here soon, guaranteed.



Fig. 11-3. This gap is easily cleared with a fast jump. Just don't miss, or you end up on the business end of a spike.



On the left wall is a switch, near the crumpled remains of a Nazi, who's conveniently left some medicine and ammo with his earthly remains. Throw the switch and fight the two zombies who try to suck you dry. Once you're safe, jump back across the pit. Do not jump down; the spikes are still there.

The switch only opened a secret wall panel with another switch behind it. Throw that lever and the spikes recess. Carefully drop down the masonry spits into the pit where you meet more zombies. A few shots see them off, then proceed through the broken wall.

Another dogleg hall introduces you to another zombie. Give him a 9mm handshake and move on to the room ahead.

Another dismembered German has thoughtfully left ammo, a First Aid Kit, and his arm strewn about the room. A pair of zombies wants to help you join the soldier. Decline their offer with force, then throw the switch next to the door at the end of the room. The door opens onto a spiral staircase.

Climb the stairs to arrive in the room that previously had a locked gate in it. One of the switches you pulled must have opened it. Go through the recently raised gate onto a bridge (figure 11-4).

The bridge promptly collapses, leaving you on the floor below with two zombies. Dodge around the pillars as you pluck away at them with the Sten (our weapon of choice—so far—against these creatures). When they are reduced to rags and bones, a zombie busts through the wall and another through the door. Combat them with wit, charm, and firepower before leaving through the conveniently broken door.

Fig. 11-4. Looks sturdy, stable, and secure.
What could possibly go wrong?



TIP

Before you cross the bridge, return to the room where the three Germans fought and died to pick up any supplies you didn't need earlier.

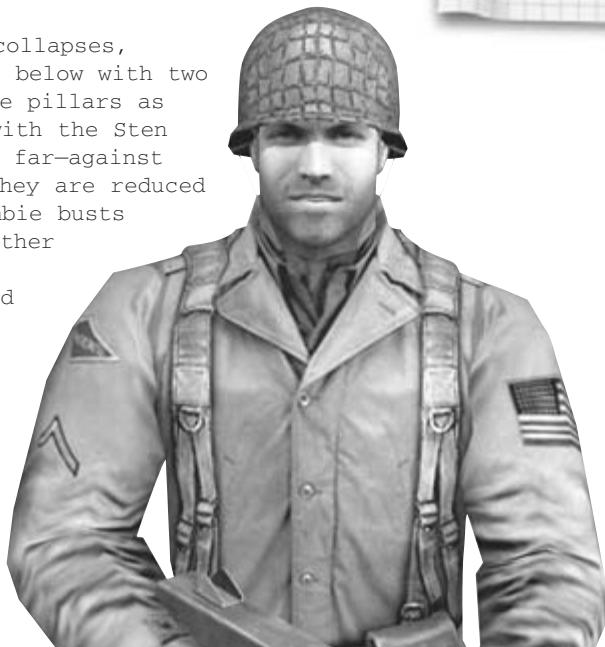


Fig. 11-5. The table has an interesting book on top. To either side are crypts with useful items inside.

A right-angle hallway leads to a room with a couple of Nazis trembling at every little noise. Don't go charging around the corner, because they're trigger-happy. Slowly edge around until you get an angle on one and snipe him. Then take care of the other at your leisure. Their room houses many supplies. Ammo for your beloved Sten, medical supplies for your wounds, and Professor Zemph's Journal, your first Objective (figure 11-5).

It seems that Herr Doktor is not pleased with how things are going. In fact, he reveals that Helga von Bulow has not kept things under control. Her mishandling of matters has resulted in the dead rising and wandering aimlessly around the catacombs. The doctor's Journal doesn't shed much light on the situation, but it looks like Helga's blunderings might make things worse.

To the right of the table where you found the Journal is an unsealed crypt. Duck inside it to find a bag of Grenades and a First Aid Kit. Pop back out and head to the cracked crypt seals to the left of the table. A pair of zombies drops in. Deal with them harshly, then break through the crypt seal and climb in.

Objective: Pursue SS Paranormal Personnel Through the Catacombs

Continue looking for the Nazi Paranormal folks, but these undead creatures just don't quit. A matched set of zombies meets you in this collapsed crypt—they'll fall like all the rest. Climb the rubble into a blessedly empty room. Skip down the stairs and, after you turn the corner, perforate the zombie across the way on a similar set of stairs.

Pass the door and head up the stairs the zombie you just killed was coming down. There's another creepy zombie waiting to jump you, so quickly react with a trigger squeeze. A couple of First Aid Kits lie near an unfortunately dead soldier.





Fig. 11-6. The three shards point out the loose brick. A quick touch will get things rolling.



Fig. 11-7. There's your target, the newly opened room at the end of the bridge. Get in there before the wall closes.

Deal with any beasties that crop up on your way across the bridge and turn left at the junction. At the end, choose from two sets of stairs. Both lead to the same place, but the right set has the ripped corpse of a Nazi and his ammo on it.

Secret Area

Near the First Aid Kits are a few shards of stone on the floor pointing toward the wall. What are they saying? Examine the wall for a protruding brick (figure 11-6). Press it and you hear masonry shifting. Turn and run back down the stairs. Go out the door you passed and you end up back on the bridge that collapsed earlier (don't worry—this section is stable).

Take a quick left at the junction and you see a room at the end (figure 11-7). Step lively, because the door drops soon.



Golden Helmet

Jump into the room and you'll find a Golden Helmet waiting for you. Stuff it into your sack. Pay attention to the symbols behind the helm. They are, from top to bottom, an eye, a crane, and an ankh. Why is that important? We'll tell you later.

Now use the lever on the wall to open the door again and step back out onto the bridge.

Fig. 11-8. That fire's not so welcoming. Especially with the Nazis rushing out of there as if they're headed to a clearance sale on jackboots.



TIP

Now is a good time to backtrack and fill up on any ammo and First Aid Kits you haven't yet used.

Past the gratefully dead, you hear gunfire and screams. Despite your better judgment, go toward these sounds and into a room with a cheery fire surrounded by four pillars. A group of soldiers close a door on you. Gates seal off the way you came in. Something's up (figure 11-8).

A trio of zombies climbs out of the walls. Use the pillars for cover as you quickly burst each of them like dry-bone piñatas. Now run to the end of the room, as far from the fire as you can go, and arm yourself with either the Thompson or the Mauser.

A blazing zombie climbs from the flames and starts breathing fire at you. You're safe at a distance, so line up your crosshair and start blasting. The Thompson or the Mauser makes short work of the creature. Either weapon drops the creep before it gets close enough to hurt you.

Immediately after the burning brute falls, another zombie clammers out of a wall nook. He's not so tough. Find the switch in the nook the last zombie came out of. Throw it, and the door that the Germans went through opens. The level ends as you go out. Don't worry; there's more catacomb action ahead.



Part 3: Crypt

Objectives

1. Navigate the catacombs to the Wulburg Church entrance.

Mission Briefing

NO NEW INFORMATION AT THIS TIME

According to Kreisau Circle members from the village, these catacombs run a great distance under the village, ultimately leading to an ancient church that is no longer accessible by normal means. Helga von Bulow is reported to be there now, with a large contingent of her "Elite Guard" and a team of scientists from the SS Paranormal Division.

Your orders are to navigate the catacombs and locate the church. Gather any artifacts that you may find along the way for future analysis. Kreisau Circle reports "supernatural" activities are taking place in the catacombs; these are most likely unfounded rumors, but they are from a reliable source and must be heeded.

Objective: Navigate the Catacombs to the Wulburg Church Entrance

The Nazis are fighting tooth and nail with the undead as you enter this section of the catacombs. Let them. Hang back for a bit and wait for them to kill each other off; but stay ready, one of the Germans may notice you. When you emerge, you're in a room with a First Aid Kit and ammo. Fighting continues above you on a stone walkway, but ignore it and push on.



Secret Areas: 2



Treasure Items: 2



At the first corner is a downed gate, a wall that looks like it might be hiding something, and an open flight of stairs (figure 12-1). Go up the stairs; every other way is blocked. You find a hall with ammo and a First Aid Kit—and a pair of coffins that keep shaking and knocking. When the zombies break out, bust them up.

Another fight between the Nazis and the undead occupies the next big room (across the bridge you went under earlier). Let them tangle a while before stepping in. Remember to retreat as you fire to give yourself some safety. When the coast is clear, pass the big stone cross in its niche and enter the room containing a lot of sarcophagi.

Walk past the walls of coffins to the back of the room, passing a dead Nazi or two with useful items scattered around them, until you reach the far wall. A square switch waits for your touch. Press it to release three tough zombies who immediately attack (figure 12-2).



Fig. 12-1. This junction is only half open for now. You'll eventually open it entirely. Remember this place; you keep coming back.



The switch also opens that suspicious wall back at the base of the staircase. So, after sending the zombies back over the Styx, turn and face the big stone cross at the other end.

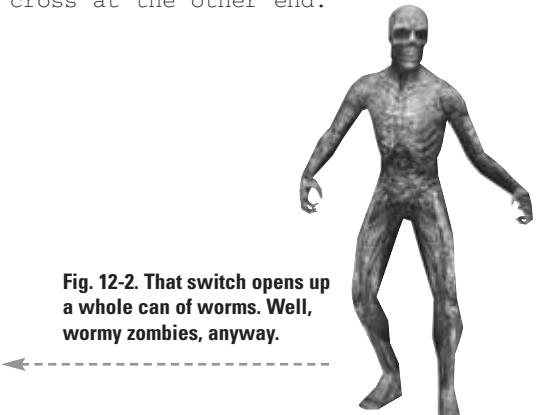


Fig. 12-2. That switch opens up a whole can of worms. Well, wormy zombies, anyway.



Secret Area



Fig. 12-3. That big stone icon is going to open the way for you. Just don't stand right under it as it falls!

Fire a few shots at the cross (figure 12-3). It collapses and punches a hole in the floor. Jump down the hole, then crouch and move forward until you end up in a large crypt with supplies and a lever on the back wall. Work the lever, and a gate opens, letting you out at the base of the stairs you climbed earlier.

Go out the gate and turn right to enter a new area. Descend deep into the bowels of the catacombs, reaching a mist-shrouded chamber that has only one exit, across the way, and no enemies in sight. Walk across the room and try the door. It's locked, but several enemies appear; shoot them.

When they go down, you must wait a second before the exit opens. Be ready, because a brace of Nazi soldiers are on the other side battling a pair of ghouls. Kill them all before they kill you.

The next room has three switches wrapped in traps bound up in a secret. Three short halls lead off of the main room. At the back of each hall is a switch. Over the doorway of each hall is a symbol. Those symbols are an eye, a crane, and an ankh; sound familiar?

Start with the eye hall (figure 12-4). Step in just a bit and wait for the wall with sharp things to fall out of the ceiling. As it is drawn back up, walk under it to the switch. Flip the switch, then wait for the wall-of-death to fall again. Walk out when it's drawn up again.

Fig. 12-4. Ouch. That wall of sharp blades is unsafe for OSA agents to play with. Pass it with care.

Next tackle the crane hall (figure 12-5). Again, step in only a little way and look at the floor. See that spike pit partially hidden by mist? Check the edge, then back up and take a running leap over the pit. There's more—be ready to move fast. Flip the switch at the back, whip around, and race out of there as fast as you can. The walls close in very fast, trying to crush you. Keep running and jump the pit again. Done. You're safe now.





Fig. 12-5. The pit is bad, the closing walls are worse. Be quick and nimble to survive.

Finally, go to the ankh hall (figure 12-6). Look at the floor after you climb the steps. There are three pressure plates: if you step on one, rotating blades shoot out of the wall and make you shorter. Avoid the plates! For better control, crouch and hobble forward slowly. Flip the switch and make your way back out.



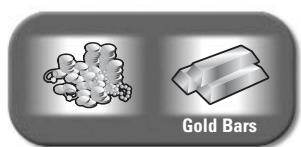
Fig. 12-6. Saw blades are a quick way to stunt your growth. Step away from the pressure plates and you live a happy, healthy, and taller life.

Secret Area



Fig. 12-7. Look at that loot. It'll get pumped back into the war effort against the Nazis when you turn it in at OSA HQ. Right?

To get this secret pull the switches in the order described above; eye hall, crane hall, ankh hall. After you pull the last switch, get back into the main room and stand on the square in the center. It rises to the next tier. Get across and find the switch in an alcove. Flip it. Two nooks regurgitate zombies, destroy them and then jump into either nook and follow the hall to a secret area. You find a Box of Gold (figure 12-7).



Gold Bars

After collecting the treasure, make your way to the newly opened door on the other end of the tier. You stride into a large room with cherubic faces on the walls. They'll be trouble later. Go to the back and find an uninviting spiky altar with a Chalice resting on top; grab the cup.

Stay away from the faces as they start spitting fire because you've stolen their Chalice. Also, the wall facing the altar bursts to reveal a pair of zombies. Take them to the mat with your Thompson or Sten, while watching out for the flame-spitting cherub faces (figure 12-8).



Fig. 12-8. Who invited these guys? Well, it's time to show them the door. Write the directions on a bullet and give it to them.

Step away from the altar. A rumbling quake hits the room and creates a convenient hole in front of the spiky Chalice table. It's your only way out, so take a step down in the world.

Find the door that opens to your touch and run down the hall. You've found the entrance to the church. Well done again, Blazkowicz.



Part 4: Defiled Church



Mission Briefing

Residents of Wulfburg call this "The Defiled Church." It has a sordid history dating back 1,000 years. Over the ages it has been rumored to have been used for a number of occult ceremonies. Rumors aside, we do know that Helga von Bulow and her SS Paranormal Division team are there now. We do not know what they are planning, so it is imperative that you investigate and recover as much intelligence information as possible.

A word of caution: the Kreisau Circle has reported that Helga von Bulow's "Elite Guard" is made up of a small group of extremely capable women who have been trained to an exceptionally high level, both physically and with small arms. They also reportedly bound together as part of a witch's coven.

Objectives

1. Infiltrate Wulfburg Church.
2. Pursue Helga von Bulow to the ruined cathedral.
3. Eliminate all of von Bulow's personal "Elite Guards."



Secret Areas: 1



Treasure Items: 1



Objective: Infiltrate Wulfburg Church

Dr. Zemph and Helga von Bulow bicker over the recovered corpse of a Dark Knight. What they're doing isn't clear, but it doesn't seem very wholesome. All right, Blazkowicz, time to move in and meet von Bulow's Elite Guard.

There's only one open pathway, so follow it to a room with many alcoves. A First Aid Kit is to your right as you move straight ahead. You hear a worried conversation between a trio of soldiers, but it's cut short by the sharp orders of an Elite Guard member. Sneak to the corner and eliminate a few of the foes before they even realize what's going on (figure 13-1).

After tangling with the tightly clothed vixen and her cronies, search the area for loot. The cot they were all looking at holds the tattered remains of a German soldier: He's seen better days. Grab the ammo, First Aid Kit, and Grenades, then exit the room.

A jaunt down a hallway brings you to another open area under the church. There's a single Nazi guard who goes down easy. Search for First Aid (there's a large one on top of a stack of boxes), and then focus on the stairs leading up. Two Elite Guards with deadly Sten guns are up there. One is camped to the right at the top of the stairs. Either toss a Grenade to stir things up and then retreat to use your Mauser, or charge right in (figure 13-2). Your call, hero.



Fig. 13-1. These guys are not having a good time. And their commander is a shrew. It's scary to be a Nazi and mess with the occult.



Fig. 13-2. A brace of Elite Guards is a deadly thing. Quickly put one down for the count, and don't split your attention.

Find the First Aid Kits and ammo where the Elite Guard duo met their fate (there's some behind a box next to the stairs), then use the switch at the top of the small set of steps to open the gate, satisfying the requirements of your first objective.

Objective: Pursue Helga von Bulow to the Ruined Cathedral

Travel up more stairs, raise another gate, and you hear von Bulow deploying the rest of her Elite Guard. Push through a door and into the nave of the cathedral. Now take it slowly; a gaggle of Nazi girls wait in the nooks and crannies. Keep your Sten handy and go to the second pillar, where an Elite Guard waits in ambush. Knock her down (figure 13-3).

Fig. 13-3. She's either against the pillar on the wall, or the one next to the floor. Either way, she's waiting and willing to shoot.

There are two more vicious women behind pillars on the other side of the vaulted chamber. A third, up near the altar, jumps down to get you, so listen for her clicking heels. Throw a Grenade at the two across the way to kick them into action and make them jump into your line of fire. Pick up the supplies at the end of the nave opposite the raised altar, then find the short steps up to the altar platform.

Walk across the dais, past the bloody sacrifice table; but watch out for another Elite Guard who pops out at you (figure 13-4). After you pin her to the wall with your gunfire, return to the table and read the note. It seems that Helga has uncovered another occult treasure. Find a ladder in the tiny room that last Elite Guard was waiting in. Careful now—another Elite is up that ladder dropping Grenades. Either wait for her to stick her head out and shoot it off, or storm up the ladder and blast her at the top (figure 13-5). Both ways are dangerous, but First Aid Kits await you at the top.





Go out the door and rush to the pillar in the middle of the walkway. You want to be out of sight of the balcony across the way. The door in front of you opens, and an Elite Guard, her hair immaculate and nails polished, opens fire. Put her down, then peek out at the balcony to blast the Guard there. On your way to the balcony, watch out for a third woman, who waits either on the balcony or in a corner of the room leading to it. Now take a breath and get ready.

→ Secret Area ←



↑ Fig. 13-6. This jump isn't too bad, but be careful, it's a long drop down.

From the balcony, face the walkway opposite the one you just crossed (figure 13-6). Jump—very carefully—onto the wooden hand rail. Then jump over to the other walkway. Run to the door and open it to reveal a pile of loot. Ammo, First Aid, and a shiny skull are yours.



↑ Fig. 13-4. Don't ask what's been going on with that table. Just blast the woman in the small room past it.



↑ Fig. 13-5. A tricky situation. From this angle you can take shots at the Guard's head when she drops a Grenade. Quickly run out, wait for the blast, and then reposition to take another shot.

Jump back over to the balcony and head through the door to your left as you leave the wooden platform. Another Elite Guard is at the end of the hallway. Give her a 9mm hello and go down the spiral staircase. A sneaky lady waits in the nook under the stairs, and a second is in the next room to distract you (figure 13-7). Stay frosty when you get to the bottom or you'll be surrounded. If you take a hit, a couple of First Aid Kits are under the stairs.

Another door leads to a gate and an irate Elite Guard. Clear your path with a lead shower and raise the gate with the convenient switch. Continue cautiously, the next door leads to a dangerous room.

This room is cluttered with crates and boxes and lousy with leather-clad, murdering, Nazi women (figure 13-8). There's one to your extreme left, behind the abutment. The best tactic is to get them moving rather than charging in after them. Poke your nose around the corner to get one active and have the girls swarm around the boxes. Use Grenades to stir the nest, and the wasps come to you.



Fig. 13-7. Lady, what are you doing down there?
It's not nice to shoot someone in the back.

One more thing to do before you leave: The short stack of steps on either end of this room is a launching pad. Use your sprint-jump to get on top of the boxes and leap from one to the other to collect ammo and First Aid.

Supplied, go to the barred door and use whatever you want to break the wood barrier. Open the door, stroll through, and this section happily ends.



Fig. 13-8. Boxes and boxes and psycho von Bulow babes. Brilliant.



Part 5: Tomb

Objectives

1. Eliminate Helga von Bulow.
2. Retrieve the "Dagger of Warding" for further study.

Mission Briefing

NO NEW INFORMATION AT THIS TIME

Residents of the village call this "The Defiled Church." It apparently has a rather sordid history dating back 1,000 years. Over the ages it has been rumored to have been used for a number of occult ceremonies. Rumors aside, we do know that Helga Von Bulow and her SS Paranormal Division team are there now. We do not know what they are planning, so it is imperative that you investigate and recover as much intelligence information as possible.

A word of caution: the Kreisau Circle has reported that Helga von Bulow's "Elite Guard" is made up of a small group of extremely capable women who have been trained to an exceptionally high level, both physically and with small arms. They also reportedly bound together as part of a witch's coven.

Objective: Eliminate Helga von Bulow

Helga von Bulow and the Professor are arguing again. It seems serious. Helga is set on getting the Dagger of Warding. Zemph is nearly hysterical in his protests, claiming that to remove the dagger is to unleash another preternatural terror. She's made up her mind, though, and won't let Herr Doktor stand in her way. She gets her prize, but it comes at a terrible price.

As you start toward the door, the floor collapses, dropping you into a room with a suspiciously large amount of First Aid Kits and ammo (figure 14-1). Fill up on 9mm bullets, grab the bag of Grenades, and top off your health before venturing up the pile of rubble opposite the table full of First Aid. You surface in a ruined cathedral, open to the sky, with pillars on either side arching to walkways on either side of the yard. Turn right as soon as you enter the open area and cut across to the other walkway.

Look right again to see a gate with a large monstrosity lumbering next to a crypt. That beast, covered with the faces of tormented souls, is what befell Helga von Bulow (figure 14-2). Not a pretty sight.



Secret Areas: 0



Treasure Items: 0



↑ Fig. 14-1. There certainly is a lot of stuff in here.
Is there some reason for it? You soon find out.

Fig. 14-2. If that's what comes with a Dagger of Warding, maybe you don't want it.

The beast has two main attacks. It charges at you, clawed hands windmilling as it rushes, to swipe away chunks of your flesh (figure 14-3). That hurts.

Secondly, the beast stops and bellows as spirits circle it and then come after you (figure 14-4). This is similar to the zombies' spirit attack, but much more damaging. If one of the wraiths catches you, Blazkowicz, you'll plunge into darkness and take constant damage while enveloped in the inky blackness.

Fig. 14-3. Its wild charge takes your health down. Side step to avoid the creature, but don't get hung up on a pillar or zombie.

So, when the ghosts come a-calling, run! Duck behind a pillar; if you can't see the spirits, you're safe. If you are caught, keep moving; you can shake off the darkness. Unfortunately, you're likely to blindly run smack into an enemy or a wall. Either one leaves you at the mercy of your attackers.

Now that you're forewarned, here's how to defeat the evil nether-creature. Before the beast busts through the gate, toss Grenades and Dynamite at it. You have time to throw one Grenade and one Dynamite bundle before it reaches the iron bars (figure 14-5).

NOTE

If you've used your Dynamite, use more Grenades.

Fig. 14-4. This is the attack to really beware. As soon as the beast starts calling the spirits, it's time to search for cover.





Fig. 14-5. This thing doesn't move fast. Light a fire under those big, deformed feet with a Grenade.

Backpedal and empty your Thompson (or any other appropriate machine gun) into the thing's chest before switching to the MP-40. Be warned: zombies sprout like weeds from the ground. They block your way and swipe at you as you dodge and weave. The best strategy, is to ignore them and concentrate your fire on the real threat: the thing that ate Helga.



TIP

Don't bother conserving ammo for the next level; you start with a fresh set of ordnance in the next mission, so go whole-hog with this guy.



Fig. 14-6. Hi, guys. Blazkowicz can't play right now. Could you all just die and leave him alone for a moment?

That doesn't mean to just stand there and take hits as you blast away, though. If you are hassled too much by the zombies, spare a moment to clear away one or two. More show up to replace them, but it gives you a few seconds of relief (figure 14-6).

Once your main foe enters the main courtyard, maneuver into the area you were in first, where the supplies are. The creature usually won't follow you in; it's too fat. It stays in the courtyard, behind the nearest pillar, or just outside the broken wall near the sinkhole you climbed from. That's precisely where you want the beast to be.

Sweep away any zombies that you see from your haven, and then do hit-and-run attacks on your nemesis, if it's behind a pillar. Rush out, empty a clip into its swollen, demon-possessed body, then retreat back to your happy place (figure 14-7). If it's hanging out near the broken wall, use the sink hole as a war-trench, popping up to mete out lead-coated vengeance.

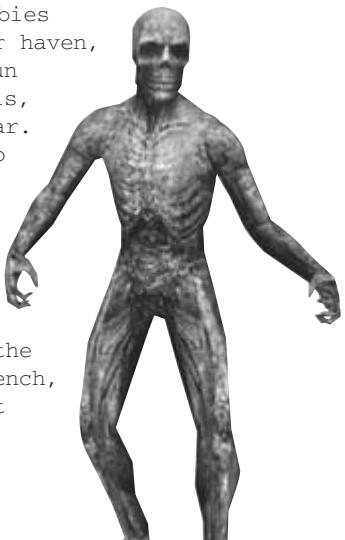


Fig. 14-7. Staying in this area near the supplies gives you a perfect kill zone. Your enemies can approach only through a narrow area, letting you shoot them with a minimum of fuss.

With this tactic, simply use the MP-40 and pump bullets into the beast until it explodes in a shower of bloody chunks. To speed things up, use Grenades, dropping them at the creature's feet before sliding back to cover.

If you need ammo or First Aid, just drop back to where you started and pick some up (until it's gone, that is).

After soaking up enough lead to start a pencil factory, the creature sinks to the ground and pops like a balloon full of tomato soup. That's one objective down; now, for the other.



Objective: Retrieve the "Dagger of Warding" for Further Study

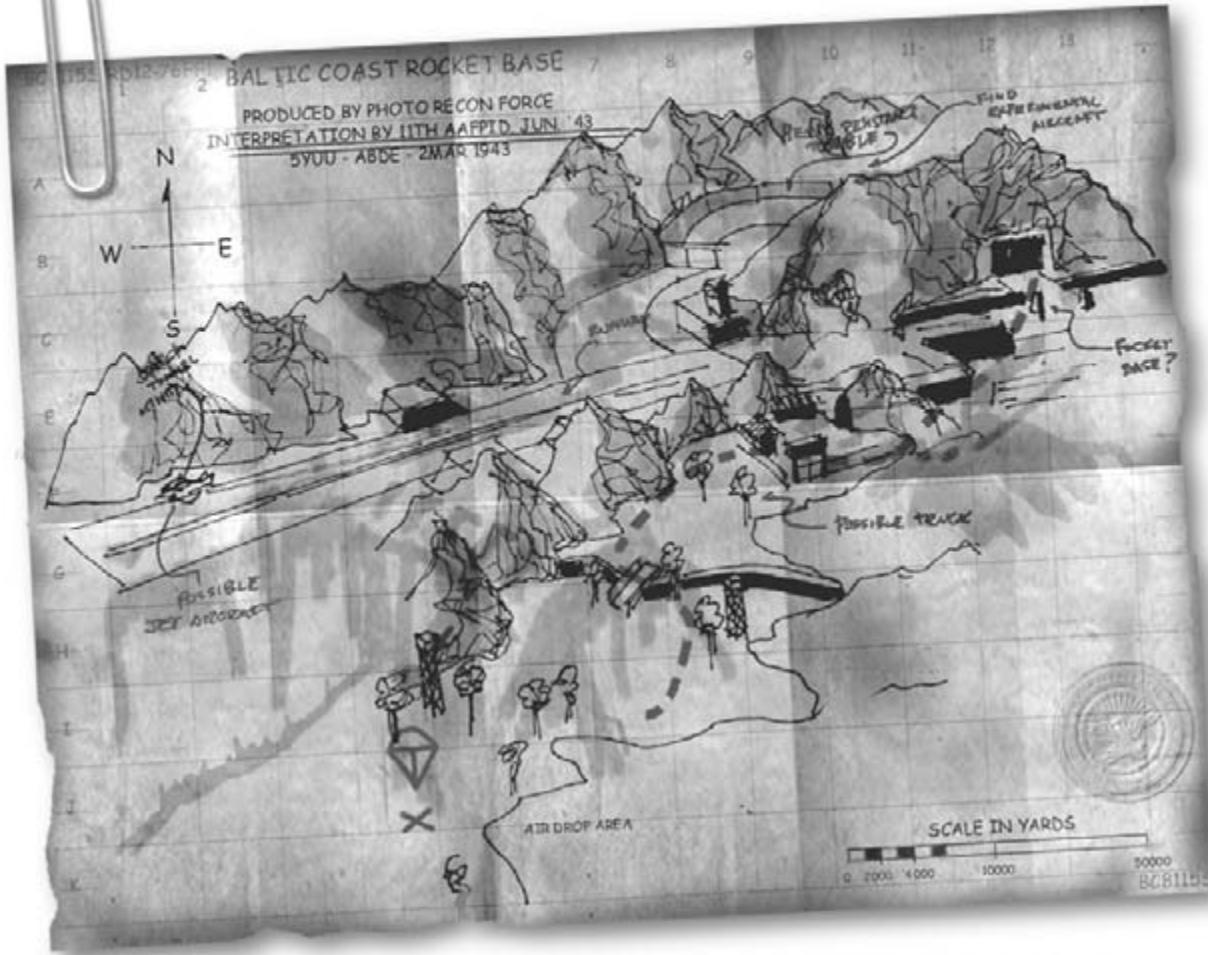
After the battle with that nasty beast, this objective is a cakewalk. Destroy all the zombies in the area. Use your guns to shatter the undead creatures until none are left. Then step into the area where the Helga-beast first appeared, behind the gate. A crypt that was sealed throughout your fight is now open. With Professor Zemph and Helga von Bulow in no shape to appreciate the prize, the Dagger of Warding awaits your touch. Walk towards it (figure 14-8).



Fig. 14-8. There it is. Let's hope it doesn't decide to turn you into a shambling beast with the screaming faces of the damned sprouting out of your skin. Go ahead, pick it up.



A bomber reports in that Blazkowicz is safe and has successfully completed his mission. It's time to ship home for a brief rest. But don't worry; your job isn't done yet.



RETURN TO CASTLE

Wolfenstein™

Mission 3

Mission 3—Weapons of Vengeance



Part 1: Forest Compound

Objectives

1. Ensure that no alarms are sounded.
2. Recover OSA M1S "Snoper" Rifle.
3. Infiltrate supply compound.
4. Stow away aboard supply truck bound for rocket base.



Secret Areas: 1



Treasure Items: 1

Mission Briefing

Deathshead has been tracked to a remote base located near the Baltic Coast, where he intends to fire a V2 rocket fitted with some kind of new chemical warhead at London. Your only viable way to infiltrate is by stowing away aboard a supply truck bound for the base. You will parachute into the outlying forest area armed only with your Knife and a silenced Sten. The rest of your gear will be deployed separately in two drop containers. In one of them you will find the new OSA M1S "Snoper" Rifle, which has been shown to be highly effective for long-range, covert "wet work." Due to the fact that this weapon uses very specialized ammunition, we can only issue a limited amount. Also, due to its experimental nature, it is imperative that you recover this item lest it fall into enemy hands.

The area is lightly guarded, but there are alarm stations scattered throughout. If any alarms are sounded, the base will be alerted and the mission will be scrubbed. If you encounter any enemies, eliminate them before they can either sound an alarm or alert anyone else who might. Remember: Do not eliminate the final guard who controls access into the compound; if you do, the supply truck will not be able to get inside the rocket base.

Objective: Ensure That No Alarms Are Sounded

Silence is the key when navigating through the forest. Any soldier who hears the screams of another promptly sounds the alarm, rendering your mission a failure. To ensure a perfect stealth mission, keep your gunfire to a minimum, shooting only when you have a clear shot, preferably a headshot. If you do alert a soldier, quickly gun him down before he reaches the alarm switch or notifies someone else who can.

You parachuted into the forest with only a Combat Knife and a silenced Sten: the perfect combination for stealth missions. Walk forward from your drop zone, following the path made between the hills until you see a small cottage. Three soldiers are conveniently posted here for you to practice your stealth attack. Be silent, but deadly.



Watch for the soldier walking the perimeter of the cottage to turn his back to you, then quickly run for the stone wall in front of the cottage. Use this as cover until the guard walks with his back to you (figure 15-1). This is your chance to swiftly sneak up behind him and release a silenced bullet into the back of his head. Be careful: Don't kill him near the back of the cottage; it attracts the attention of the other two soldiers positioned near there.

After your first victim falls, sneak over to the window in the front of the cottage. Peek through the window to see a soldier studying his maps at the table. Aim at the back of his head and free his mind. As the body drops, position yourself inside the cottage near the table. The final soldier stands outside the doorway. Pop out and drop him before he realizes what happened. Now that the cottage is clear, wade through the pond to find one of your supply crates. Gather your supplies and swim back to the cottage.

Follow the valley around to a small cabin. There is a soldier walking toward the left of the cabin as you round the mountain. Quickly run up behind him and put him down (figure 15-2). If you need to wait for him to walk back around the cabin, take cover by the small stone walls. Silence is the key, not speed, so be patient. After the deed is done, sneak up the steps at the front of the cabin and silently kill another soldier.



↑ Fig. 15-1. As soon as the soldier turns his back to you, pop out from behind your cover at the stone wall and terminate him. **Hasta la vista, Nazi.**



Don't exit the front door and chance being spotted from the watchtower; instead, hop onto the table and exit through the window. Run along the mountain wall to the left toward the tunnel in the distance (figure 15-3). When you reach the tunnel, run along the mountain wall until you reach a watchtower.

← Fig. 15-2. Quickly sneak up behind this guy, dropping him before he reaches the front of the cabin.



Fig. 15-3. Run along the mountain wall to stay out of view of snipers on the watchtower.



Climb the watchtower's ladder up to the point where you see the resident sniper's head. Pull the trigger and shimmy back down the ladder. From the bottom of the ladder, you see a small bridge patrolled by a pair of Nazis. Though killing these soldiers is fun, it is not essential to complete the mission. If you choose to kill them, circle around to the left and wade under the bridge to sneak up on them. Beware: They are only a few feet from an alarm switch, so be quick and accurate with your shots.

From the bottom of the watchtower, go to your right toward another tunnel. To avoid being seen by the guards patrolling the bridge (that is, unless you killed them), run fast and against the wall of the mountain when approaching the tunnel. Don't worry about the guards or the truck at the end of the tunnel; they won't see you run into the door on the right halfway down the tunnel (figure 15-4). After you go through the door, follow the hallway up a ladder and through a service hatch.



Fig. 15-4. Stay quiet and the guard near the truck won't know you sneaked by him into this door.

Objective: Recover OSA M1S "Sniper" Rifle

At the top of the hatch, run to the right and take cover behind the hill. If you dally, there's a chance you'll be spotted from a watchtower, fouling your mission. Catch your breath and follow the hill around to the right, staying close to the trees. The trees provide the only cover from the watchtower as you go down against the stone wall (figure 15-5).



Take cover at the right edge of the stone wall and wait for a soldier to walk into the woods to the right. Give him a head start before following him, letting his partner take his post at the automatic machine gun near the bottom of the watchtower. When the soldier is distant, run up behind him and shoot him in the head.

It looks like he was trying to take your goods located in the back of this clearing. Good thing you prevented him from getting your new "Snooper" Rifle. Pick up your supplies from around the broken crate and go back to the watchtower.

Before getting too close to the watchtower, pull out the Snooper and aim at the soldier standing at the machine gun left of the tower. A single shot anywhere on his body crumbles him lifelessly to the ground. Not a bad weapon, huh? Position yourself to see the sniper atop the watchtower and do the same to this chump (figure 15-6).

After both soldiers fall, run to the machine gun and pick up the Armored Helmet. With no one left to pull the alarm, take control of the oversized weapon and let loose a flurry of bullets into the two remaining soldiers at the tunnel. Walk to the base of the watchtower. From here you can see the supply compound to your right.

Fig. 15-5. Keep the trees between you and the watchtower as you sneak down to this wall. Wait here until a guard walks into the woods, then do what you do best.

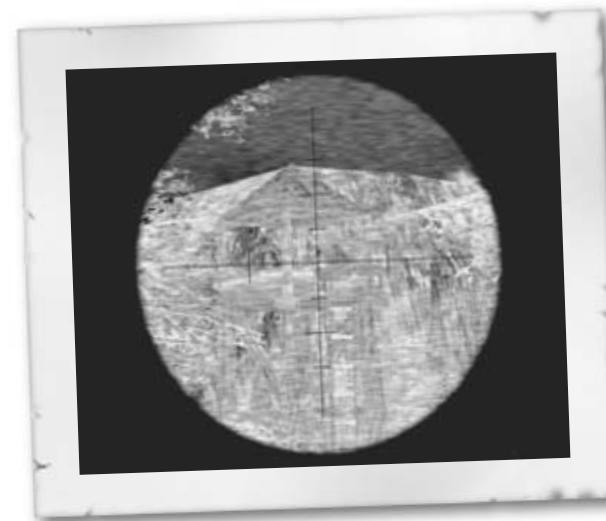


Fig. 15-6. It's hard to see soldiers through the green of the night vision scope. Look for movement to confirm you're aiming at the right target.

Objective: Infiltrate Supply Compound

From the base of the watchtower, slide to your right toward the mountain until you have an unobstructed view of the supply compound. Pull out the Snooper and scope out the two soldiers patrolling the front of the compound. One soldier walks the grounds outside the gate, while the other is upstairs in the office (figure 15-7). Line up your shots carefully and snipe them down.

TIP

Because the ammo provided for the Snooper is limited, it is best to quick save often. This allows you to restart mid-mission if you miss a target, thereby making use of every precious bullet.



Fig. 15-7. The guard upstairs is difficult to see. When you catch a glimpse of movement, drop him for the count.

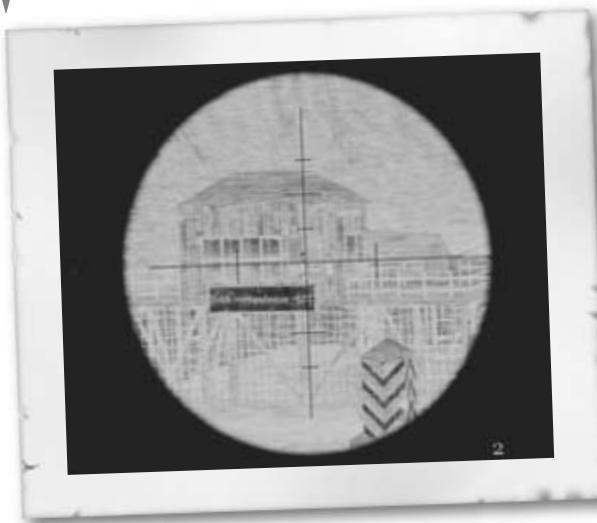


Fig. 15-8. Shoot this guy when he's in this position to ensure his falling body doesn't catch the attention of nearby soldiers.



With the coast clear of enemy eyes, proceed toward the supply compound. Walk to the left of the compound and climb through the open window. Some security they have here—no wonder they lost the war. A soldier awaits his execution in the room to the right. Punish him to death and read the clipboard hanging on the wall left of the desk.

Turn to the window you entered and take the Sniper Scope from the table under a second open window. Climb out this window, turn to the right, and pull up your Snooper to put a hole in the soldier walking around the perimeter of the water tower. Make sure he is facing your direction and not on one of the sides of the tower, so no one sees his body fall to the ground (figure 15-8).





Secret Area

Fig. 15-9. Walk this cable to reach the Secret Area.

After shooting the water tower soldier, jump up the boxes in front of you to a cable connecting the roofs of two buildings (Figure 15-9). Step onto the cable and walk the tightrope to the taller building. A hole in the ceiling leads into a Secret Area.

Jump down and collect the ammunition and Armored Helmet from the far side of the room. Use the extra bullets to shoot into the gas tanks near the crates. Stand by the door when shooting to avoid blistering your own skin. When the crate is open, walk over and take your prize: another Golden Helmet to add to your collection.



Objective: Stowaway Aboard Supply Truck Bound for Rocket Base

Exit the Secret Area through the door, and run to the ladder of the water tower. From the top of the tower, look down to see a supply truck. Pacing along the back of the truck is a soldier; put a bullet in his head. This looks like a job for super Snooper.

CAUTION

From the water tower, also see a soldier patrolling a tunnel left of the supply truck (Figure 15-10). Do not kill this man. If you do, you forfeit your mission, labeled a bad OSA agent. You wouldn't want that, would you?

Gracefully climb down the water tower and make your way back toward the Secret Area. To the left is a gate that opens toward the front of the supply compound. Open this gate and run left toward the supply truck. There is one soldier in the building on the left (if you feel you must kill everyone). Hop into the back of the supply truck and sit tight, you're on your way to the rocket base in no time.



Fig. 15-10. Don't shoot this guy! You'll have to restart the mission.



Objectives

1. Locate main control room.
2. Terminate launch of V2 rocket.
3. Locate exit and proceed to the outer compound.



Part 2: Rocket Base



Secret Areas: 1



Treasure Items: 2

Mission Briefing

German resistance informs us that the rocket Deathshead intends to fire at London carries some kind of new chemical warhead, the extent of damage of which is currently unknown.

German resistance also informs us that all of these rockets have a "self-destruct" switch, usually located in the main rocket control room. Unfortunately, we know virtually nothing of the interior layout of the base. It will be up to you to determine the best means of reaching the main control room so that you can destroy the rocket before it reaches London.

After destroying the rocket, it is likely that the base will be on full alert. Use all means available to exit the base and proceed to the outer compound.

Objective: Locate Main Control Room

The OSA has put the fate of London solely in your hands, Blazkowicz. Destroy the V2 rocket before it launches, or say goodbye to Big Ben. How's that for pressure?

Open the tailgate, but remain inside the bed of the supply truck until you hear the V2 test announcement over the loud speaker. When this begins, hop out of the truck and sneak to your right. Don't worry about killing the soldier walking in front of you. Simply sneak behind him, making a right at the first opening between the crates. As the countdown hits zero and the room begins to shake, creep into the metal cargo bin sitting in the middle of the floor to the left (figure 16-1).



Fig. 16-1. Welcome to your new home. Stow away in this crate until you are transported to the other end of the base.



Fig. 16-2. This elevator takes you down to the crate transporter, if you missed riding in the crate.

Crouch in this crate and wait for the crane operator to drop you onto a cargo transporter on the floor below. Hitching a ride in this crate saves you time and ammunition while getting to the rocket. Remember that stopping the rocket is your first priority; there's plenty of time to engage in a bloody rampage later.

Alerting any of the soldiers here causes the crane operator to abandon the crane controls. If this happens, you can't take the metal crate downstairs. There is another route down, but it requires a little running and a lot of resistance.

If you miss the crane, take the stairs up and dispose of the crane operator and company. Watch for shooters from the grating above as you pass the crane controls and enter a hallway. The room on your right is home to a couple of soldiers and a Flak Jacket. From the room, head toward an elevator shaft to the right, and kill the passengers on their way up (figure 16-2). Then, take the elevator down to meet with the crate transporter.

Stay crouched as the metal crate drops down onto the crate transporter, which takes you through underground tunnels to the other side of the base. To remain unseen, crouch throughout your entire ride on the transporter. When you reach the end of the track, pop up, shoot the soldier at the transporter controls, and run to the elevator shaft (figure 16-3). Wait for the pair of soldiers to pass on their way down, then take the elevator up.

Fig. 16-3. Thank the man for the ride by painting the wall with his blood. Don't hang around too long, though; a couple of guys are on their way down the elevator.



NOTE

If the metal crate was not dropped onto the crate transporter, the transporter won't operate, so you must run through the tunnels instead.



NOTE

Listen for the countdown updates over the loudspeaker to determine how much time remains to reach the rocket before it launches.

Fig. 16-4. Don't waste ammo individually shooting each soldier. Aim for the fuel tank, instead, and watch the exploded pieces fall to the ground.

At the top of the elevator, a trio of soldiers huddles around a fuel tank in front of you. From the shaft, unload a few rounds into the tank and watch the remnants of the trio fall to the ground (figure 16-4). A ladder to your right leads to another room with a single soldier to kill.



Objective: Terminate Launch of V2 Rocket

Enter the door at the end of this room and eliminate the small team of hard-working scientists. The next door leads to the rocket control room, where the self-destruct button is located. This room is heavily occupied, but easily handled with your automatic weapons. Fling open the door with authority, while firing at anything that moves. When the cloud dissipates, hit the self-destruct button, left of the observation window (figure 16-5).



Fig. 16-5. Pushing this button makes you a hero and a marked man. Don't wait around to watch the place explode: Run!

Objective: Locate Exit and Proceed to the Outer Compound

The Nazis are not happy about the little explosion you just caused. Nor pleased that London is still standing. Expect them to send every available threat your direction, to stop the menace that crippled their base and put a wrench in their works. Now would be a good time to run!



Fig. 16-6. From this point on, you run into plenty of vengeful Nazis. Hope you have a lot of ammo.

CAUTION

From here on, the rocket base fills with soldiers around every corner, so the need for soldier placement and stealth killing is out the window. Never drop your guard, and keep your finger on the trigger, to survive against the hordes of Nazis to come.

Exit the rocket control room and go through the next door. Quickly drop down the ladder and run toward the fuel tank you detonated earlier to find a broken door, and your only means of escape (figure 16-6).

Hurry through the door and follow the walkway around the rubble and into the hallway opening. Soldiers, out to kill the man who ruined their attack on London, keep coming as you run through the hallways. Kill them as quickly as possible, while sustaining a run. The base starts to crumble, and you don't want to die with it.

Negotiate the hallways, killing all in your way, until you reach a cell on your right. Inside, gather the Medium First Aid Kits, a Flak Jacket, and an MP-40, then continue through the hallways and across a steel bridge. The bridge is about to collapse, so get your butt in gear and cross it before it drops (figure 16-8). After you cross, kill the remaining soldiers in the hallway before entering the operations room to kill one more.



Fig. 16-7. With your gun aimed at head level, pull the trigger and run straight through a line of soldiers, leaving a pile of bodies in your wake.

TIP

The soldiers in the hallways line up in a single file as they approach you. Aim a fast-firing weapon like the Thompson at head level as you run through the soldiers (figure 16-7). With well-aimed headshots, you drop them all, while taking minimal damage yourself.

Fig. 16-8. This rickety bridge will fall at any minute. Hurry across, or it falls out from under you.

→ Secret Area ←



Fig. 16-9. This switch is well hidden. Press it to open the compartment concealing your gold.

The large peninsula map on the wall next to the bulletin board hides a secret compartment. Break the map and search for the trigger to open the locked compartment. There's got to be a button somewhere that opens the door to the goods.

A smaller version of the map you just broke hangs above the desk in the same area. Crouch down on the left side of the desk and activate the button concealed here (figure 16-9). Bingo! The secret compartment opens; take its precious cargo.



Fig. 16-10. Gunfire comes at you from below: Lean over the rail to kill the guards if you want. Otherwise, exit through the vent ahead.



Climb the steps and enter the hallway to exit the operations room. Kill the guard waiting on the other side of the door at the end of the hallway. You may have killed this guard already, if you missed the crane at the beginning and shot your way downstairs.

Exit the operations room and enter the doorway across from you. Grab the First Aid Kits hanging on the wall near the desk. Then, head upstairs and out the door leading to the metal grating high above the supply garage. Follow this grating, killing any guards posted there, until you come to a vent (figure 16-10). Break the grate covering the vent and enter the shaft. Once again, Blazkowicz, you've saved the day and made the OSA proud.





Part 3: Radar Installation

Objectives

1. Locate and destroy MVX-mk1 radar.
2. Proceed to X-Aircraft facility.



Secret Areas: 1



Treasure Items: 2

Mission Briefing

Proceed through the outer compound en route to the X-Airbase where you will find the Bachem 317 "Kobra" rocket plane. It is certain that after the destruction of the rocket base, the outer compound will also be on full alert, so once again use all means at your disposal in eliminating all resistance along the way.

Also, the outer compound contains a new MVX-mk1 radar installation. Your orders are to destroy the radar installation before proceeding to the X-Airbase. German resistance also reports that some of Himmler's "Black Guard" soldiers may be stationed near the base.

Objective: Locate and Destroy MVX-mk1 Radar

Expect heavy opposition as soon as you bust open the grate at the end of the shaft. Those crazy Nazis still must be sore about the rocket. Oh well, guess you have to just kill them all then.

Before breaking the grate, though, wait until a soldier flies across the ground due to an explosion from the rocket base. Open fire on his friend, who bends over to help his fallen comrade. It is now safe to drop down and direct your attention to the shooter on the bridge.

This shooter ducks out of sight when threatened. Hunt him down. Other soldiers rush to take shots as you cross the bridge (figure 17-1). Take cover in the building on the right and grab the First Aid Kits from the table to recharge. After you revitalize, dash to the door across the road.

Inside, head over to the ladder. Kill the soldier lurking here, then open the door at the top of the ladder. Take control of the large machine gun and clean the street of any stragglers.

When the streets are clear, aim the gun into the massive tunnel. A platoon of soldiers makes its way toward you from this tunnel, watch them dance as the bullets fly in their direction (figure 17-2).



Fig. 17-1. This soldier is brave, but bravery alone won't stop you from crossing the bridge and ending his life.

Fig. 17-2. These soldiers are sitting ducks; just keep firing.

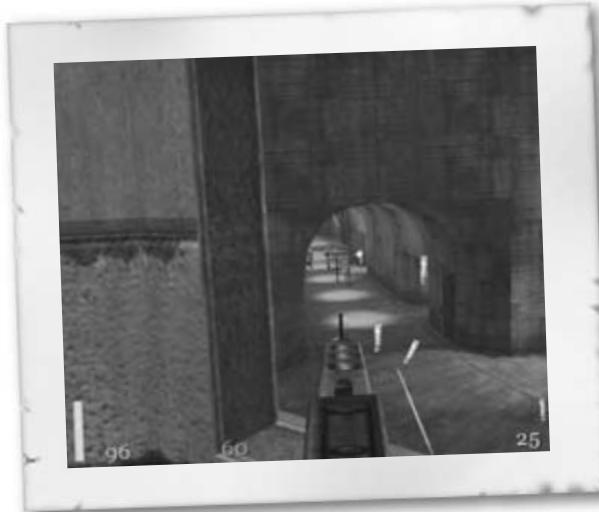
Run through the massive tunnel and take cover in the last alcove on the right. Take out the sniper on the bridge and his buddy walking along the fence to his left. Then, continue down the road to a set of crates along the right wall. Take cover here from the soldier firing from the sandbags off in the distance (figure 17-3).

Peek out from the crates to see when the soldier comes at you. When he is on his way, jump out from behind the crates and surprise him with a bullet to the head. Another soldier joins the fun from the door left of the sandbags. Kill him too, then run for that door, ducking more gunfire from farther down the road.

Fig. 17-3. These crates provide great cover from the gunfire ahead. Pop out when the firing stops and kill the shooter.

Waste no time running through the door to the doctor's quarters and grabbing the First Aid Kits from the hospital beds. Then quickly escape through the window by kicking out the stick holding it open. When you flop out of the window, grab control of the machine gun, aim it at the soldiers in the street, and let them know who's bad (figure 17-4).

Fig. 17-4. The faster you make it out the window to this gun, the better your chances of nailing all the soldiers within range.

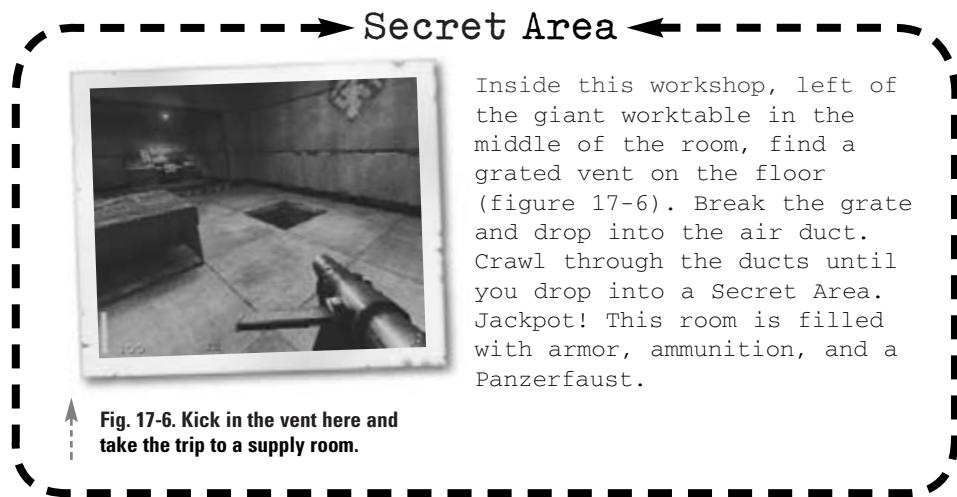




**Fig. 17-5. Take aim at this soldier and drop him to his knees.
Sniping is always the best way to kill a sniper.**

With the streets again clear of soldiers, head down the road, shooting anyone who missed your machine gun fire. The door atop the steps of the building to the left hides health and ammo goodies. Grab them before continuing your journey.

As you near the end of the road, ready your Mauser and pick off the sniper on the ledge ahead (figure 17-5). Give the soldier on the steps leading to the ledge a hole in his head, while you're at it. After clearing the way, climb the stairs to the ledge and enter the door on the right.



Inside this workshop, left of the giant worktable in the middle of the room, find a grated vent on the floor (figure 17-6). Break the grate and drop into the air duct. Crawl through the ducts until you drop into a Secret Area. Jackpot! This room is filled with armor, ammunition, and a Panzerfaust.

When you've stuffed your pockets, kill the guard through the gate at the end of the Secret Area. As his body hits the floor, cross the hall into another gated supply room. Grab the explosives from the bottom shelf and take that grin off your face. Those explosives are for blowing up the radar, not soldiers, Blazkowicz.

Exit the supply room and head down the hallway. Load your gun before climbing the flight of stairs at the end of the hall. Soldiers wait on each side of the steps for you to walk into their crossfire. Show them you're no fool by creeping up the stairs, crouched with your back to one side of the wall. Creep until you can shoot one in the head, then quickly turn to take out the other. Ha! Now who's the dangerous one?

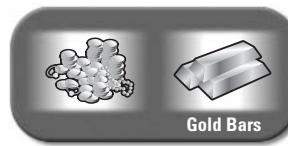


Fig. 17-7. Simply opening this door leads you to treasure.

Enter the door on your left and kill the soldier for the food he is hoarding. Exit the room and go through the door across the hall. Quickly walk left and fill the soldier with lead, stepping over his dead body to enter the room he was guarding (figure 17-7). Wow, look at all the treasure.



Fig. 17-8. Kaboom! Nothing like an explosion to warm your toes on a cold winter's night.



Exit the treasure room and return through the door to the right, back to the hall. Now take the door to the right and cross the bridge. To the left of the bridge is the MVX-mk1 radar array. Got those explosives handy? Enter the door under the radar and drop an explosive into the radar control room. Run like heck back toward the bridge and watch the fireworks (figure 17-8).

Objective: Proceed to X-Aircraft Facility

The Germans really hate you now, Blazkowicz. The explosion attracts the attention of the soldiers in the room near the bridge. Take a step back and wait for them to come out to investigate. Kill them as they come out the door, then enter the room. Read the note on the desk before going through the next door and into the room with the radar screens.

Across from the radar screens, a ladder leads down a large hole. Climb down and kill the two guards hard at work. To avoid taking damage, be quick on the trigger, because one guard fires at you as soon as you step off the ladder (figure 17-9). When both have met their demise, walk over to the door on the left. Open the small hatch on the floor to the left of the door and turn the valve. Causing mischief once again, Blazkowicz. Now pass through the door, walk through the fresh rubble, and exit through the following door.



Fig. 17-9. You must be quick to get the jump on these guards as you drop down from the ladder. However, these are the last soldiers to kill before ending this level.



Part 4: Air Base Assault

Mission Briefing

Enter the experimental aircraft test facility via the outer compound of the rocket base. The airbase houses the latest Bachem Ba317 Kobra experimental rocket plane in a hanger at the northern perimeter. Upon infiltration of the airbase, eliminate any resistance you may encounter by all means at your disposal. Destroy any targets of opportunity and proceed to the Kobra launch hanger.

You will need to prep the "Kobra" for launch, so look for launch procedure documentation in the facility. Once you have appropriated the Kobra and are airborne, proceed immediately to the OSA airbase in Malta. The Ba317 is reported to travel at speeds in excess of 500 knots, so enemy air defenses should offer no problem. Contact OSA immediately upon touchdown in Malta for debriefing and further orders. Good Luck!

Objective: Gain Access to Kobra

Let's hope you have a lot of ammo for your Mauser, Blazkowicz, because it's sniper time. Ready your Mauser and walk to the end of the water drain. To your right is a lookout tower with a man walking across a bridge toward a radar tower. This is your first target. Take aim and squeeze the trigger as he crosses the bridge (figure 18-1). Now scroll your sights to the left and take out the other soldier looking over the runway.



Secret Areas: 0

Treasure Items: 0

Objectives

1. Gain access to Kobra.
2. Prep Kobra for launch.
3. Capture Kobra and fly to OSA airbase in Malta.

Fig. 18-1. To prevent the other soldier from catching a glimpse of his death, wait to shoot until the soldier is crossing the bridge.

Now drop down from the drain and, from the grass, take aim at the soldier walking by the wall at the end of the runway. Kill him, move to your right, and repeat the process on the soldier walking at the base of the lookout tower. One more soldier waits for a bullet on the right side of the runway near the hangars. About this time, a truck full of brave Nazis comes rolling down the runway. Put your sights on the vehicle.

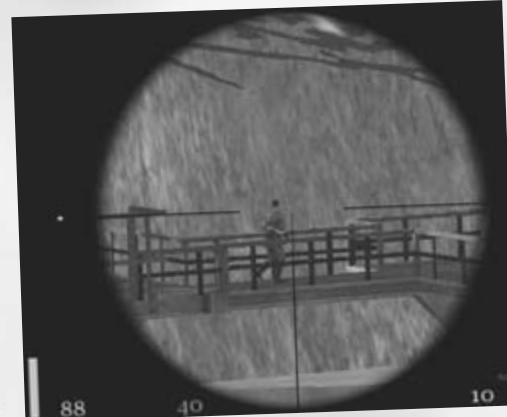


Fig. 18-2. Pop a shot into each soldier as they exit the back of the truck.



When the truck stops, soldiers file out one by one from both sides. As they do, launch a bullet into each one until all six are stacked neatly into two piles (figure 18-2). Hit them as they leave the truck, or they kneel and fire a surprisingly accurate bullet right back at you. A soldier appears from one of the hangers to the left of the runway to see the commotion. Kill him for being nosy, then carefully run to the lookout tower without falling down the hill.

When you reach the tower, break open the grate in the floor to the left of the ladder and drop down. Collect the miscellaneous ammunition from the room and open the door. Grab the health and ammo clip from the shelves on the right before circling around the room to engage a lone soldier. Shoot him in the dome for his efforts and exit through the door opposite the dead body.

In this hangar three soldiers are in front of you and one is in the corner to the right. Turn and take out the soldier on the right before circling around the cargo boxes to take on the others. When the fighting stops, grab the Grenades and the ammo clip from the shelves, leave the hangar, and head for the lookout tower near the large gate to your right.

NOTE

The hangars along the left side of the runway contain a few more soldiers and various items. If you need an explosive, a Panzerfaust, or health, visit the hangars before making the journey to the lookout tower near the large gate.



Fig. 18-3. From the watchtower, look back and kill the soldiers en route to "surprise" you from behind. Suckers!

Climb the ladder of the lookout tower until you see the watchman's head. Snipe him, then grab the First Aid Kit and pull the switch, opening the large gate on ground level. Before climbing down the ladder, step to the edge and look back toward the runway through the scope of your Mauser (figure 18-3). When the soldiers running in your direction come into view, gun them down. After they fall, climb down the ladder and turn toward the newly opened gate.



Objective: Prep Kobra for Launch

As you run through the large clearing toward the airbase, shoot down the soldiers who emerge to meet the great Agent Blazkowicz. Be warned: the third soldier you encounter immediately sends a rocket screaming at your head. Quickly dispose of this Nazi punk before he can get his rockets off.

When the airbase comes into view, check the tower structure above the hangar gate for snipers. When all is clear, make your way into the hangar. Soldiers are scattered throughout the hangar. Quickly clean the hangar of Nazis and head up the stairs in the far corner of the building (figure 18-4).

Fig. 18-4. After killing the Nazis in the hangar, climb these stairs to begin the set-up process for the Kobra.

Follow the walkway above the hangar floor to a door leading into a stairwell. Take the first right at the top of the stairs and quickly turn to your left, firing bullets into the soldier posted here. (If he's missing, he's in the fueling room.) Head toward the dead soldier and enter the door on the right with the blue signs posted on each side.

Turn to the right and fire at the soldier hiding behind the door. Grab the First Aid Kits if you need them, then run over to the control panel under the window. Pull the lever to commence the elevation portion of the Kobra start-up sequence (figure 18-5). As the plane begins to rise, exit through the door and run to the door on your right.



Fig. 18-5. The switch raises the plane up to the next level, where you fuel it for takeoff.

CAUTION

From this point on, the speed of your operations is crucial. Outside the airbase, Paratroopers deploy. The longer you take, the more of these menacing soldiers (who require more shots to kill) you face.



Fig. 18-6. Now that the plane has fuel, you only need to open the hangar doors and hop in.

Turn right and kill the soldier that occupies this room. As he collapses, run to the far end of the room to a control panel on the right wall. Watch the plane rise into position through the window. When it stops moving, flip the switch to begin the fueling phase of the start-up sequence (figure 18-6). Exit the fueling room and run to the door at the end of the hallway, killing the guards who have entered the hallway to stop you.



Objective: Capture Kobra and Fly to OSA Airbase in Malta

The next door leads you outside. Run for the ladder on the far end of the airbase. Ignore the hordes of Paratroopers raining from the sky as you frantically climb the series of ladders to the door at the top of the structure (figure 18-7). Shooting down all the Paratroopers costs too much ammo and health, so run



Fig. 18-7. The Paratroopers are on their way down. They'll be on your tail shortly, so hurry up the ladders and open the hangar.

NOTE

If you want to leave no survivors, run to the hangar and shoot the Paratroopers as they come through the narrow opening of the hanger doors. This is easier than shooting them out of the air; the narrow passage allows you to pick them off one by one.



through the remainder of this mission.

Enter the door at the top of the structure, then run through the door at the end of the hall. Run to the crates at the back of this room and shoot the soldier hiding behind them. Grab a First Aid Kit if you took a shot or two from a Paratrooper on your way up. Then, spin the valve to complete the final phase of the Kobra sequence, exit the door, and head back out to the

Fig. 18-8. This switch marks the final step, readying the Kobra for takeoff. Quickly head back down the ladders to take her for a spin.

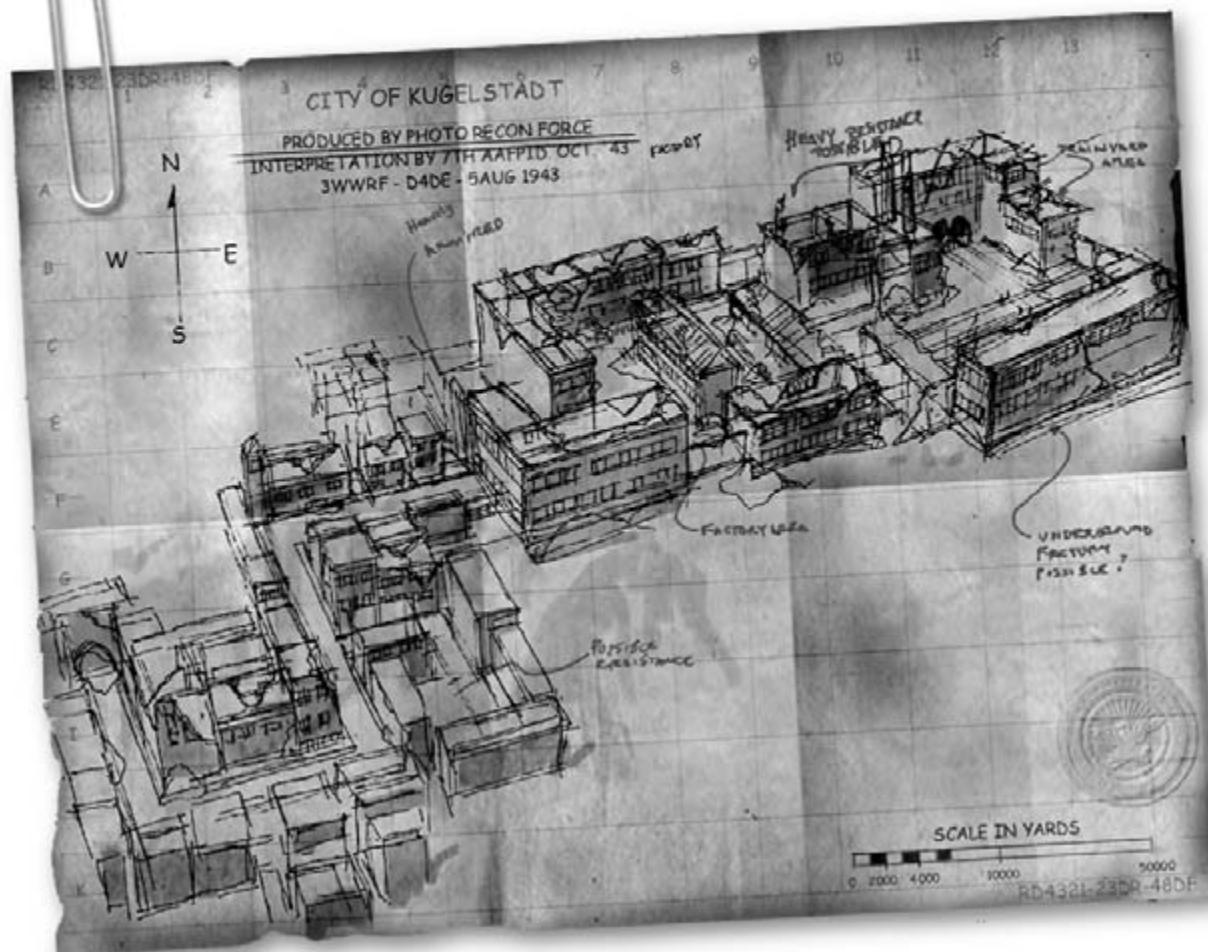
ladder-filled structure (figure 18-8).

The Kobra plane is ready for takeoff; now you need to get to it. When you return outside, watch for a Paratrooper on the structure. Shoot him as you pass, and take his Paratrooper Rifle for wasting your time. After you make your way down the maze of ladders, go through the door at the bottom of the structure.

Enter the hallway and make a left at the opening. Place a few bullets into the soldier standing here like a fool, and run through the newly opened gate. Run through the hallway and up the stairs to a door on your right. Bust through the door and eliminate the four soldiers inside (figure 18-9). Then, run to the green-lit switch on the right side of the room. Push this button and hop into your new ride. Malta, here we come!

Fig. 18-9. These four soldiers are the last hurdles before flying to OSA's offices in Malta. Kill them and hit the button in the back of the room. You're home free.





RETURN TO CASTLE

Wolfenstein™

Mission 4

Mission 4-Part 1



Mission 4—Deadly Designs

Objectives

1. Eliminate Panzergrenadier team.
2. Aid Kreisau Circle in safe defection of the Secret Weapons Facility scientist.
3. Escort the captured Panzer safely to the Secret Weapons Facility complex.
4. Gain access to the Secret Weapons Facility complex.



Secret Areas: 1

Treasure Items: 0

Mission Briefing

Deathshead has been tracked to his Secret Weapons Facility (SWF), a massive industrial complex located near the city of Kugelstadt. Deathshead's connection to the events at Castle Wolfenstein are becoming more clear, but it is imperative that we learn more about what his "Special Projects Division" is up to. The OSA has wanted to investigate the SWF since learning of its existence a few months ago, but we have been unable to pinpoint its exact location or gain entry.

The Kreisau Circle has also informed us that a top scientist from the SWF wishes to defect. They have commandeered a Panzer tank near the entrance to the facility and will be able to assist you in gaining entry to the facility. Once you link up with the resistance members, afford them any help they might need in securing the safe defection of the scientist. Preliminary reports have come to us from the defecting scientist through our Kreisau Circle contacts. These reports state the existence of a project book that fully discloses information on Deathshead's experimental "Venom Gun." OSA will provide further information regarding the project book after the defecting scientist's debriefing.

Objective: Eliminate Panzergrenadier Team

The Panzer Commander asks for your assistance in destroying the Panzergrenadier team, so the tank can proceed unhampered to the SWF. Move forward on the left side of the tank, but don't turn the corner. A sniper is perched on the third floor of the building at your 11 o'clock. Bring up the Mauser or Snooper and punch a hole in his chest with a single, well-placed shot (figure 19-1). Two more soldiers approach on foot from down the street. You can use the Mauser, but it requires two shots per soldier. Instead, switch to a machine gun and make quick work of them.

Fig. 19-1. Be careful rounding corners; snipers are everywhere.

Take a right into the alley below the sniper post. Follow the road, taking a left and moving through an archway. The alley forks to the left here, but you come back to it in a moment. For now, continue straight through a second archway. Turn left and you come upon a Nazi soldier who happens to be looking the wrong way. Kneecap him and then pop him in the face when he turns around.

Backtrack to the fork in the alley and take a right. Directly ahead of you is a pair of stairways leading up. There are two threats in this courtyard. Above and right of your current position is a doorway; to reach it you must take the stairs. One soldier waits in the doorway, while another snipes from a window above the first staircase. From the first small flight of stairs, blast the one in the doorway (figure 19-2). Then, walk backward up the second flight of stairs until you have a clear shot at the window sniper (figure 19-3).

Fig. 19-2. Keep your sights on this doorway and be ready to kill.

If the Panzer Commander tells you that your objective is complete, then you face no more soldiers in the building. If he doesn't, be wary, there is another creeping around. Finish him and then grab the Panzerfaust lying on the floor by the hole in the wall. Confiscate the nearby Armored Helmet and First Aid Kit also, then fall out of the hole. Follow the tank forward.

Fig. 19-03. Walk backward up the second flight of stairs to nail this guy.





Fig. 19-4. Be quick or be dead!

Objective: Aid Kreisau Circle in Safe Defection of the Secret Weapons Facility Scientist



Don't turn the corner until the Commander destroys the bell tower and the sniper within. Once the sniper is blown into the afterlife, round the corner, eliminating a single machine-gun-toting grunt.

At the barbed wire barricade, take a right and follow the narrow alley through a gate. Follow the winding path until you come to a gray granite archway. If you proceed a bit farther, an angry Nazi peppers you with machine-gun fire from the far end of the courtyard, a bit to your right. A second bad guy fires as he runs across your line of sight from right to left toward a stationary machine gun to the left of your position. Pull up your scoped Mauser and eliminate them both (figure 19-4).

Move into the courtyard, sending another underpaid foot soldier to an early retirement. Pick up the Flak Jacket behind the stationary gun and jump through the large hole in the adjacent building. Heavy fire meets you at the top of the stairs, from a window across the court. So, creep up the stairs, facing right, with your scope up. Get him when he comes into view.

Quick save, then drop through the hole in the floor. Leave the room through the door, ventilating a fired-up soldier in the next room. Time is of the essence now. Take too long and the defecting scientist is killed, failing your mission.

Quickly bring up your Panzerfaust and run out of the hole in the wall. Turn right and fire a rocket at the large Nazi carrying a Flamethrower (figure 19-5). Run to his corpse and pick up the discarded weapon. If it doesn't automatically equip, quickly switch to it.

Turn and torch the gunner at the fence while sprinting forward to continue the barbecue. Light up two more soldiers who are too busy firing at the scientist to notice you (figure 19-6). Continue the conflagration by high-tailing it through the broken wall and burning one final assassin.



Fig. 19-5. He who carries the bigger gun, wins.

The objective is complete, although it takes a moment to log into your journal. Grab the First Aid Kits near the scientist and rapidly backtrack to the street where you left the tank. It's under heavy fire and requires further assistance. On your way back, however, pick up an additional First Aid Kit and an Armored Helmet located on the raised boards behind the spot where you met the Flamethrower soldier.

TIP

This is a tough confrontation. If you aren't happy with your performance, simply quick load and try it again.



Fig. 19-6. Our special tonight is Nazi flambé.

Objective: Escort the Captured Panzer Safely to the Secret Weapons Facility Complex

The tank has destroyed the barbed wire barrier, so proceed forward. On the left side of the street, directly past the barbed wire remnants, a Nazi lies in wait. Riddle him with heavy fire, and grab the Armored Helmet and other good stuff at the end of the sunken alley.

Another corner to turn and you know what that means: Pull out a scoped weapon and aim high, freeing the Nazi's body from its head.

The tank continues forward to the end of the street. If it arrives safely, the objective is successful. However, Nazi soldiers carrying antitank weaponry pose a serious problem. You must get them before they destroy the Panzer (figure 19-7).

The first alley on the left conceals a rocket-firing German. Use the Mauser to finish him, then turn your scope down the street. Pop the two soldiers on either side of the road, and you are home free.

Before you enter the passageway that the Panzer created, travel down the second alleyway and dispatch the Nazi with the Flamethrower (Figure 19-8). Follow the U-shaped walkway until you see stairs on your right. Climb the stairs into the building, meeting any resistance with deadly force.

Fig. 19-7. Protect the tank or you fail the mission.





Fig. 19-8. The Flamethrower has great range, so quickly eliminate the carrier.

A portion of the second floor has fallen. Traverse it into the higher room. The left window is free of glass, so jump through it and into the building across the street. Kill the lone soldier and pick up the First Aid Kits and the Armored Helmet.

Fall back down to the alley and head into the now-accessible building. A couple of soldiers investigate the large hole produced by the tank's cannon. Instead, let them investigate the large holes your weapon punches into their heads.



Objective: Gain Access to the Secret Weapons Facility Complex

The first two rooms are very dark, which makes it hard to see the approaching Nazi. Light him up with successive bursts from your machine gun.

Exit the second room into a ruined courtyard. Quickly kill the unsuspecting Flamethrower-carrying German with your Paratrooper Rifle or Panzerfaust. Exit through the other end of the courtyard.



Secret Area

Fig. 19-9. Jump from the connecting plate to the ruined second story.

Climb a fallen I-beam and hop onto the plate that connects the beam to the concrete column (figure 19-9). Run and jump onto the remnants of the second story, picking up the ammo and First Aid Kit.





Part 2: The Bombed Factory

Objectives

1. Obtain *Venom* gun project book.
2. Infiltrate the Kugelstadt weapons factory.



Secret Areas: 0



Treasure Items: 0

Mission Briefing

The first part of the SWF industrial complex is the weapons factory. Various aircraft and heavy weapons were being manufactured here before the bombing raid. Intelligence has learned that this was also to be one of the manufacturing points for the Nazis' new "Venom" machine gun. This weapon has been rumored to have an incredible rate of fire, and if it is half as powerful as reports would indicate, it could pose a serious threat to the allies.

The defecting scientist has reported that there is a "Venom" gun project book located somewhere in the factory which contains all of that weapon's technical information and specifications. The procurement of this "Venom" project book would be a major stroke of good fortune for the Allies; it is imperative that you find it before proceeding.

Objective: Obtain Venom Gun Project Book

Proceed through the sewer to the nearby ladder. Climb to the top and destroy the grate, but don't climb out—you'll be hammered by machine-gun fire. Equip your Mauser and crawl up the ladder with your scope up. Aim straight ahead and up a bit to pick off the gunner at the far side of the yard (figure 20-1).

A second gunner immediately fires at you. Pan up and right a little bit, looking through the scope, to find your new target. Now it's safe to climb out of the sewer.

Move into the courtyard and through the ruined building to your right. Stumble through the rubble of the destroyed structures, blasting any enemies that confront you (figure 20-2). Hop into the room with the partially burned Nazi banner and pick up the First Aid Kits behind it. Break the grating beneath the flag and jump in.



↑ Fig. 20-1. Your first target is in the window.
Dispatch him, then look up and right for the second.



Fig. 20-2. Be particularly mindful of the rooftops; they are favorite camping spots for Nazi sharpshooters.

Equip the Thompson, Mauser, or Paratrooper Rifle and move to the crossroads. Turn right to gun down the soldier and then immediately spin around to eliminate the Flamethrower (figure 20-03). If you don't get them before they gang up on you, however, try this: Get their attention, then quickly retreat beneath the grate you just jumped through. Bring up the scope and wait for the soldiers to move into range. Easy pickings!



Fig. 20-3. If he gets too close, retreat down the tunnel before continuing your barrage.

Take the right fork first, killing the grunt who gets in your way. Climb the ladder and grab a pair of First Aid Kits near the stationary gun.

Backtrack and take the left fork to another ladder. Break through the grate and kill the Nazi near the door (figure 20-4). Then turn right and kill the soldier standing in the vehicle. They both have their backs to you, so you face no resistance.

Quickly move through the door, because a German soldier armed with a Panzerfaust sits on the far side of the block, ready to deal massive damage if you hesitate or wander astray.

Pick up the Armored Helmet and First Aid Kit, and climb the wooden stairs. Turn right, dealing with at least one soldier blocking your way (two if you executed the last pair silently). Continue through to the second small room where a stationary gunner resides. Announce your presence with a few rounds from your trusty sidekick.

The next hallway contains another enemy; leave him with a few reminders of your brief rendezvous. A soldier waits on a balcony in the next room. Say hello from below with your gun.



Fig. 20-4. Use the Sten to avoid alerting the soldiers in the adjacent room.



Fig. 20-5. Fire in the hole!

Head up the stairs now and on toward the open door. Listen to the Germans inside having a technical argument on the proper way to disarm a bomb. They both lose. Move into the room to find it completely redecorated. In addition to the gaping hole in the floor, various body parts are strewn about, and splashes of crimson add a bit of color to an otherwise dreary facade.

Jump the hole in the floorboards to get to the other side. Be careful, though; two soldiers fire at you from below. Take them from above with the Flamethrower—just aim behind each set of boxes to fry them (figure 20-5).

Grab the Armored Helmet and the First Aid Kit, then run through the door. Continue to the room without a ceiling. From this point, be very wary of ambush from all sides.

Equip the Mauser and scan the building across from you through the broken windows, killing anything that moves (figure 20-6).

Now, move through the break in the wall and pivot right to get the drop on the soldier with the Panzerfaust in the next room. Be quick on the trigger to avoid a mouth full of rocket fuel. Position yourself at his former station to view the surrounding buildings and pick off anyone you find.

It appears to be a dead end, but look to your left and notice the blue tiled rooftop on the adjacent building. Hop onto the wall and jump over to the roof (figure 20-7).



NOTE

Don't worry if you miss the jump and end up on the lower level. Destroy the pair of barrels from afar to blow a hole in the wall. Crawl through, climb the stairs, and attempt the jump again.



Fig. 20-6. Look for the muzzle flashes of distant guns; they give away enemy positions.



Fig. 20-7. Jump onto the roof shown here.

Walk forward and turn right. Immediately crouch and train your scope on the windows directly ahead. You find a few men with itchy trigger fingers. One has a Panzerfaust, so be quick and accurate with your shots.

Reach the broken end of the blue tiled rooftop, then turn left to enter the shattered building. A short walk brings you to a desk with the Venom gun project book atop it.

Fig. 20-8. If you fall while attempting this jump, climb up the ladder, and you're right where you need to be.

Objective: Infiltrate the Kugelstadt Weapons Factory

Move back to the blue tiled rooftop, but this time, leap to the area with the red ladder (figure 20-8).

Make one final jump to finish the level. To the left of the line of windows is an open area with only a low wall to bar your access (figure 20-9). Sprint-jump over the wall, run through the wooden door, and proceed to the exit.

Fig. 20-9. Sprint-jump to the area shown here.





Part 3: The Train Yards



Secret Areas: 2



Treasure Items: 2

Objectives

1. Gain access to the main warehouse complex.
2. Locate the primary lift and proceed to the Secret Weapons Facility.

Mission Briefing

The second part of the SWF industrial complex is the Train Yards/Freight Depot. Aerial Recon reports that this area appears to have been less damaged than the factory. The real strategic importance of this area is that it is the only entrance into the Secret Weapons Facility itself, which lies underground and out of reach of Allied bombers.

Unfortunately, our tactical knowledge of this area is minimal at best, so you must discover on your own which building contains the SWF entrance.

Objective: Gain Access to the Main Warehouse Complex

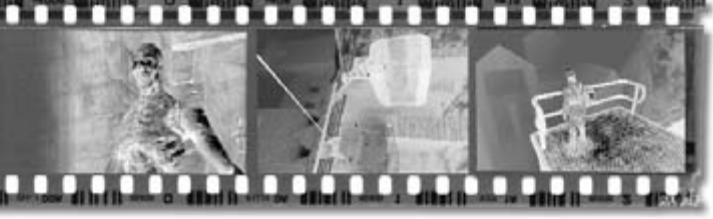
The first part of this mission is challenging. You start in a destroyed building with crumbled walls and shattered windows. Snipers and rocket-firing Nazis are positioned in most of the surrounding buildings and on the ground. This walkthrough gives their initial positions, but because they tend to move, you must seek them out and destroy them. The weapon of choice here is the Mauser. Proceed with caution and utilize your scope constantly.

Quickly move to your right and through the door, illustrating to the German in the hallway the efficiency of the guns they make. Once outside, show another Nazi what a lethal weapon you are.

Grab the Armored Helmet and the First Aid Kit and take cover. By now you've seen a rocket or two come your way. Pull up the scope and scan the surrounding buildings. Catch one or two of them on the flat-roofed building across the way (figure 21-1).



Fig. 21-1. Destroy them now and you won't face them later.



A third enemy is on the ground firing a Mauser at you. Move to the roof's edge to get him. Climb down the ladder and quickly bring up your scope again. Directly across from you, behind the flatbed supporting some heavy artillery, three more soldiers emerge from a garage. Crouch and quickly hit them before they scatter. Run into the garage for some much needed health and armor.

Exit the garage and move against the left wall. Crawl around the corner with the scope up until you have the boxcars in sight. A door opens and a few more moving targets pop out.

Don't head through the open boxcar. Instead, take a trip around the building you are up against (toward the train). You eventually come to a ladder. Climb it and move to the corner of the roof closest to the boxcars.

Secret Area



↑ Fig. 21-2. Air Blazkowicz.

See the opening on the roof of that boxcar (figure 21-2)?

Sprint-jump onto the roof and fall in.

Grab the First Aid Kit, the Armored Helmet, the ammo, and the two Gold Bars before exiting the car. You must jump on the small crate and crouch to make it through the small opening.



When you exit the car, move toward the other end of the building. Walk backward, however, watching for a rocket-launching bad guy in an open window above.

When finished with him, go under the partially open metallic door at the end of the complex.

Objective: Locate the Primary Lift and Proceed to the SWF

Although you are inside, you are at a disadvantage. Catwalks line this large warehouse, and enemies lurk both above and at ground level. The first soldier is above you on the catwalk directly ahead (figure 21-3). Quickly kill him and pivot left. Two more greet you: one at eye level, and another from above. Send them into oblivion.

Move around to the other half of the warehouse. A door opens and three more grunts run at you. Mow them down with a machine gun, or better yet, pick them off one at a time with your Mauser.

Move through the door and into the complex. An unarmed Nazi scientist grovels in the first room to the left. Greet him with a smile and a few learned German pleasantries. Or, just pull out your Flamethrower and make him dance (figure 21-4).

Fig. 21-3. Be aware that enemies also take the high ground in the warehouse.

Exit and move back into the T-shaped main hall. To the left are a single room and a locked set of double doors. The room contains nothing of interest, but kill the two Nazi occupants anyway.

To the right is a locked set of double doors with a red light above it. To unlock the doors, go through the unlocked door located at the junction of the two hallways. The room at the end of the short hall is also locked. The room to your right contains the switches to unlock both doors, two First Aid Kits, and a German guard crouching behind a desk. He is to your left when you enter the room. Kill him and activate both switches (figure 21-5). The light above each door changes from red to green to show they are unlocked.

Fig. 21-4. Ain't nothin' finer than a barbecued whiner.

Take a right through the newly unlocked door. Climb up two flights of stairs to find two doors. The right door has absolutely nothing. The left door lets you kill two Nazi scientists (armed this time) and pick up a brand new Flak Jacket, the latest fad in the consumer-unfriendly Third Reich.

Head back to the T-shaped hallway and enter the previously locked set of double doors. Again, catwalks provide ample opportunities for the bad guys to get the drop on you. One soldier is to your left a bit and on top of a catwalk at the far end of the warehouse. Use your Mauser to dispatch him.

Hug the wall to your left and aim above and behind you. Another crafty German is on the catwalk above the doorway you just came through (figure 21-6).

Fig. 21-5. Kill the soldier and activate both switches.





Fig. 21-6. Constantly check your back—enemies have a way of sneaking up behind you.

Now, turn toward the center of the hall and notice the boxes piled next to you. A third Nazi patiently waits on the second tier. Quickly kill him as others rush to join the fray from the far end of the hall.

After the fighting subsides, duck into the open doorway on the left side of the warehouse and travel up to the catwalks. When you reach the metal ramp, beware; a window to your left provides an excellent opportunity for a sly soldier to take a few shots at you (figure 21-7).

Fig. 21-7. This window is obscured by a pillar and is hard to see when you are traveling up to the catwalks.

Run around the catwalk, killing anyone in your way. Pop into the first door you come to and grab a Hot Meal and some ammo. Ignore the door on the other side of the room; it leads back to the warehouse you were in previously.

Return to the catwalks and continue forward until you must make a right turn. Notice the platform across the way.



Secret Area



Fig. 21-8. Hop onto the railing and then leap to the far platform.

Hop onto the railing and jump across to the free-floating platform (figure 21-8). Turn left and leap onto the platform with the white control terminals. Enter the room and grab the goods: Armored Helmet, Flamethrower fuel, and ammo. When you exit, flick the red switch to bring the moving platform closer to you. This allows you to easily return to the catwalk from which you started.

Move along the walkway until you reach a brown and gray access panel (figure 21-9). Activate it, as well as the button behind it, powering up the lift to take you into the SWF.

Head back to ground level and out the now-open elevator to complete the objective.



Fig. 21-9. Activate this panel and the button behind it.



Part 4: Secret Weapons Facility

Objectives

1. Locate Deathshead's U-boat pen.
2. Obtain intelligence information on "X-Labs" location.



Secret Areas: 4



Treasure Items: 0

Mission Briefing

Besides advanced weapons research and development, the OSA has very little information on what goes on inside the SWF. Kreisau Circle intelligence does suggest that the SWF contains a U-boat pen that may be used as a debarkation point for another of Deathshead's secret research projects, although we have no idea of what that may be at this time. However, recently decoded communiqüs from Deathshead to Himmler speak of some kind of "X-Lab" which is somehow linked to Operation Resurrection. This may, in fact, be the same facility that the Kreisau Circle referred to.

It is imperative that you discover where this X-Lab is located. Search the SWF carefully and obtain any intelligence information you might find regarding their whereabouts. Also be on the lookout for advanced weapons prototypes.

The bombing raid has made a mess of communications topside, so you should be able to enter the facility without their knowledge.



Secret Area



Objective: Locate Deathshead's U-Boat Pen

Two doors are visible when the elevator doors open. A guard is behind the closest door. If you don't go in and get him, he comes out to get you. The far door opens when a curious soldier wishes to investigate the commotion. Kill them both, along with any that may follow, and then turn and face the five large cylinders set against the wall.

Leave the room through the double doors and prepare to face a few more Nazis. Two ascend the stairs to your right.

Head down the stairs and continue until you come to a raised platform. Cap the defenseless scientist, then descend from the platform and stop shy of entering the tunnel. Pull out your Mauser and snipe unfortunate soldiers who wander into your sights.

When the place is empty, cautiously continue through the tunnel. Though they weren't willing to help their comrades, more Nazis throw bullets and rockets at you when you exit the tunnel. The Panzerfaust gunner is on the balcony above and left of the tunnel exit. Kill him before he gets a clear shot at you.

The last one is on the upper level to your left as you exit the tunnel. He has no cover from your barrage of ordinance, so you can easily take him out.

The two doors within this large room are locked. Use the stack of green boxes to jump to the suspended box, and from it jump to the upper level (figure 22-2). When you reach the second level, spin around and check your perimeter for bad guys that may be waiting for you.

Of the three rooms that connect to this hallway, the middle holds two First Aid Kits. Ignore the left door, it leads to a part of the map you have already explored. Grab the First Aid Kits and then move through the right door. An unsuspecting victim stands in front of you. Wipe him from existence with your weapon of choice.

Blow up the cylinders to access a Secret Area (figure 22-1). Crouch and get the First Aid Kits, armor, and ammo that you so richly deserve.

Fig. 22-1. Australian for lock pick.



Fig. 22-2. Luckily the Nazis left that box hanging there, or you'd be stuck and they'd take over the world.

Ignore the double doors for a moment and move to the left, where two more Nazi's await your attention. Oblige them and then activate the switch on the back wall.

Pretty cute huh? That thing is called a Loper and it's as mean as it is ugly. You get to fight it when you enter the next room. Pick a weapon that fires fast and go have a little fun.

After the Loper electrocutes the Nazi zookeeper, attack him with a couple rockets or a clip from your Paratroop Rifle. That wasn't so bad was it? Grab the Venom Gun, the ammo, and the First Aid Kit on the shelf. Equip the Venom and feel the power.

Try your new weapon out on two more Lopers that occupy the next room. The first is to your immediate left after you pass through the door. Repeat after me, "I ain't got time to bleed" (figure 22-3). Activate the switch to open the Loper's cell and vaporize him.

Secret Area



Fig. 22-4. With this shoddy construction, no wonder they're escaping.

After atomizing the freed Loper, destroy the back wall of its cell to reveal a Secret Area (figure 22-4).

After collecting the hidden stash, move through the unlocked single door and activate both wall switches. Continue through to the next room and torch, shoot, or explode the Nazis inside.

Utilize the green boxes one more time to get up to the second floor. Notice that the barriers have fallen and you can now move to the other side. Go through the door.

Kill all the bad guys and pick up the First Aid Kit in the room across the hall. Skip down the stairs, round the corner, and enter the set of double doors. Kill the man on the far side of the room and pick up the Armored Helmet, ammo, and First Aid Kit from the shelf.



Fig. 22-3. Excuse me, but you have something on your face.





Secret Area



↑ Fig. 22-5. Time to get wet. Jump in and break the grate behind the two large pipes.



↑ Fig. 22-6. Hop over this rail and into the water below.

Jump into the pool of water and break the grate behind the large pipes (figure 22-5). Crouch and crawl through to the other side of the small tunnel. Take some air and swim on until you come to a small room with a ladder on the right side.

Climb out of the water and move to the next ladder. Activate the switch and climb up. When you reach the top of the ladder, turn around and follow the tunnel until you reach yet another ladder. Climb it, kick open the door, and activate the panel on the wall to reveal a wheel. Turn the wheel to raise the water level and backtrack to the bottom of the ladder you just climbed.

There is a small vent near the ladder. Activate it and crawl through. Head straight and down the stairs until you come to a small metal bridge. Jump over the railing and into the water below (figure 22-6).

Swim through a small tunnel and up through a hole in the ceiling. Up one more ladder and you find the secret area. Fabulous weapons of mass destruction are yours, congratulations!



Exit through the gate, turn left and enter the double doors around the corner. Viola, you are back to where you first jumped in the pool. Pass through two sets of double doors on your left and you are in the sub pen.

Objective: Obtain Intelligence Information on "X-Labs" Location

The sub pen is a large, two-story, rectangular room with a holding tank to house a submarine. When you enter, the submarine submerges and exits the pen. Focus your attention instead on the multiple enemies firing at you from the outskirts of the tank (figure 22-7). Use your Mauser to pick them off one by one.

Move along the walkway until you reach the door at the very end (ignore the first door you pass for now). Enter it and collect a pile of valuable equipment, including two Armored Helmets.

Backtrack to the first door you passed and enter it. Ascend the long flight of stairs and take a right. Go through the door and move to the other side of the bridge. The door is locked but your objective lies below you. Hop onto the right-hand railing and jump to the concrete landing below (figure 22-8). It may sting a bit but it has to be done.

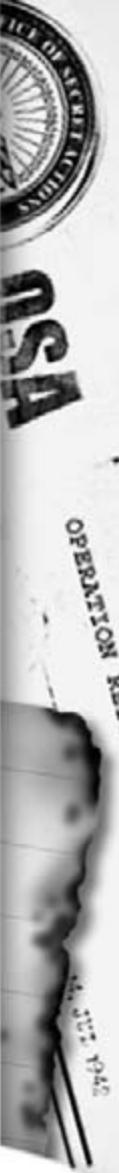


Fig. 22-7. Forget the sub and concentrate on the multiple enemies that surround it.

The door is locked but it doesn't stand a chance against the awesome might of two orange barrels. Blow up the barrels to destroy the door (figure 22-9).

Ascend the stairs dispatching all opposition. Turn right, pass through one more door, run up one more set of stairs and dance a jig at the top. This mission is done.



Fig. 22-8. Jump to this landing below the bridge.

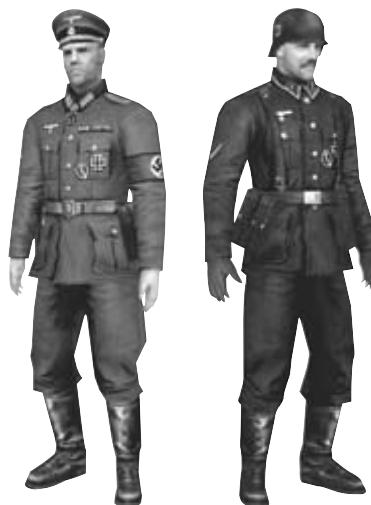
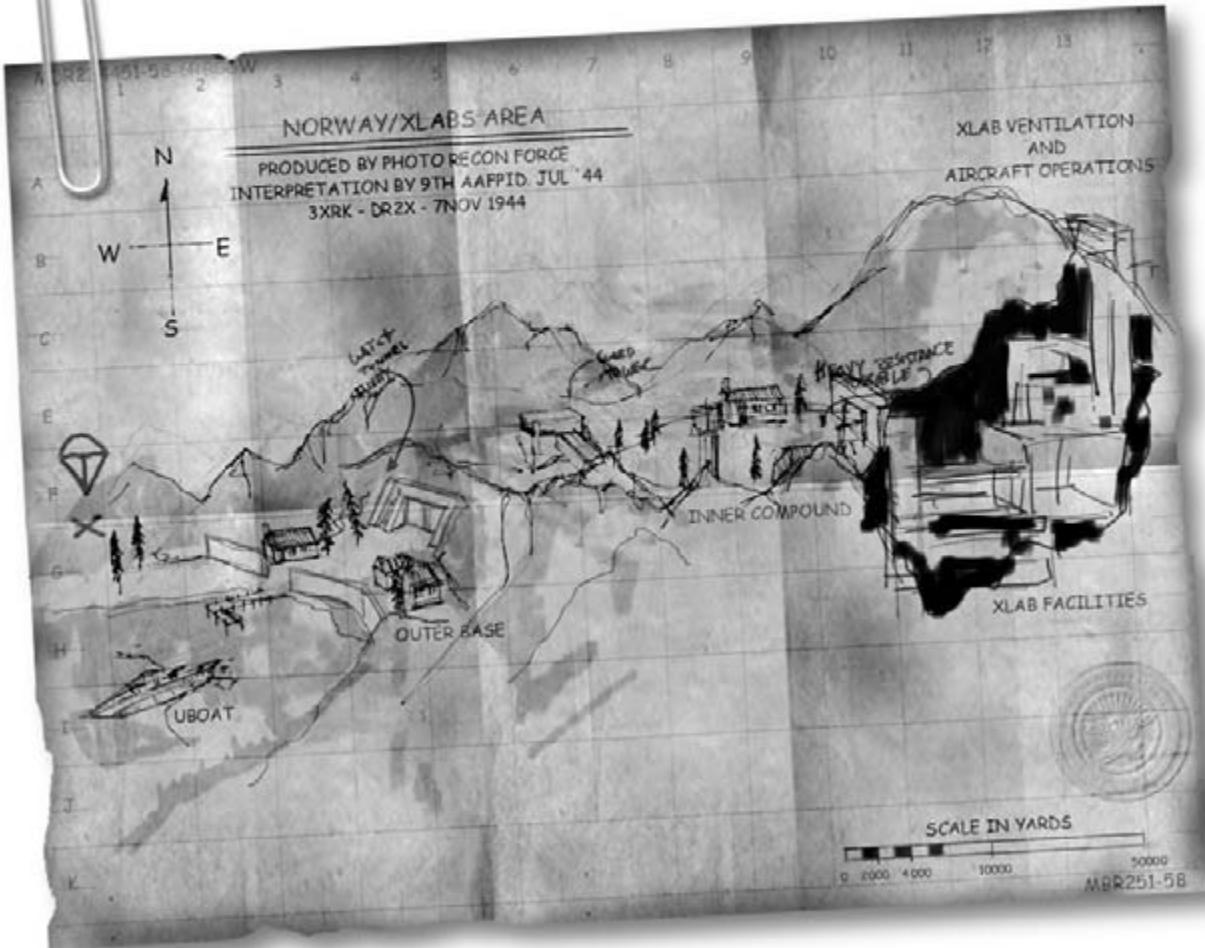


Fig. 22-9. The fearless barrel killer.





RETURN TO CASTLE

Wolfenstein™

Mission 5

Mission 5— Deathshead's Playground



Part 1: Ice Station Norway



Secret Areas: 1



Treasure Items: 0

Objectives

1. Breach X-Labs outer compound.
2. Gain access to main secure lab area.

Mission Briefing

Your interrogation of the officer in the SWF has yielded the location of Deathshead's X-Labs in occupied Norway. Our defecting SWF scientist has also revealed the nature of what is taking place at the X-Labs: project Über Soldat, or Super Soldier. This is Deathshead's most advanced technology project, apparently combining robotic and biological engineering to create the "ultimate killing machine." By itself the Super Soldier could pose a considerable threat to the Allies, but it appears that this project may have some other connection to the SS Paranormal Division.

In any event, the X-Labs must be infiltrated at all costs; we must know what Deathshead's ultimate goal is for these Super Soldiers, and, if possible, what their connection is to the SS Paranormal Division.

Objective: Breach X-Labs Outer Compound

You parachute into a desolate area of occupied Norway. The fog is heavy and visibility is low. Immediately equip the Snooper Rifle. Its light-enhancing scope makes it the perfect weapon in these conditions.

Trudge forward until the submarine becomes visible. Pull up the scope and ice the lone soldier standing guard on the deck (figure 23-1).

Hurry to a position behind the first set of boxes (left of the sub ramp). Creep around the right side until you see a soldier near a high-voltage generator and lamp. There are actually two soldiers here; the second is directly behind the first. Equip the Sten and quietly dispense a few aimed rounds at the pair.



Fig. 23-1. The Snooper is indispensable in this mission; use it to take out enemies at long range. When you must engage enemies at close quarters, use another weapon.

**CAUTION**

Don't destroy the generator. The resulting explosion alerts the base to your presence.



Fig. 23-2. Break these rickety boards to uncover a Secret Area.

Break the wooden slabs to reveal a crawl space that runs underneath the structure (figure 23-2). Climb the ladder to find an Armored Helmet, a First Aid Kit, and some ammo. Exit the building and return to the courtyard.

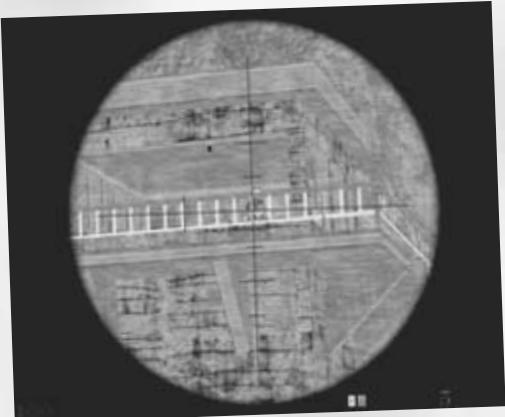


Fig. 23-3. Kill this guard before he sounds the alarm. Bring your Snoper scope up first, then open the door.

Go past the bow of the sub until a raised walkway emerges from the fog. Bring up the Snooper Scope to see that this is actually the entrance to the compound's courtyard. You also see a guard pacing back and forth in front of the gate. Wait until his pattern takes him away from the front gate, then put an end to his tedious routine.

Hightail it to the gate, then sneak quietly through. Crawl behind the large crate on the right. When you move around this box, you notice three soldiers warming their hands by a fire. If you are a quick and steady shot, send them all to a much warmer place without sustaining damage yourself.

The courtyard is clear. Head to the rear of the large building the trio was guarding.

Grab the Flak Jacket in the guard booth and walk toward the complex until the top floor door opens and a soldier runs out. Use your Snooper to finish him with a single shot.

When the upper door closes, move toward the complex. Quietly enter through the lower door next to the large roll-up garage door. You hear two scientists complaining to one another, oblivious to your entrance. They are in a large open room to your left, next to the First Aid Kits. Equip your Sten to conserve Snooper ammo and sneak around the corner. Now give them something to really cry about.

Grab the First Aid Kits and climb the ladder in the garage area of the compound. Exit the upper door and quickly eliminate the guard in the guard tower (figure 23-3). If you hesitate, he sounds the alarm and makes life more difficult for you. Earn your hazard pay by killing the three soldiers on the ground near the guard tower.

NOTE

If the alarm sounds, throw stealth out the window and prepare to engage an alert enemy. Although it's possible to continue the mission if the alarm sounds, this walkthrough was written with stealth in mind. So, if you don't maintain stealth, enemy placement and movement will be different than described here.

CAUTION

From here on, the guards are more dangerous. Most carry Venoms or Paratrooper Rifles that fire very rapidly with amazing accuracy. Break out the big guns to dispose of these juggernauts.

Slide along the path until you come upon the roof of the tower. Climb down through the opening in the roof, making sure to look before you leap. A Venom-carrying Nazi often hides there. Also note that the path continues past the tower and into the base, so you may face resistance from that direction.

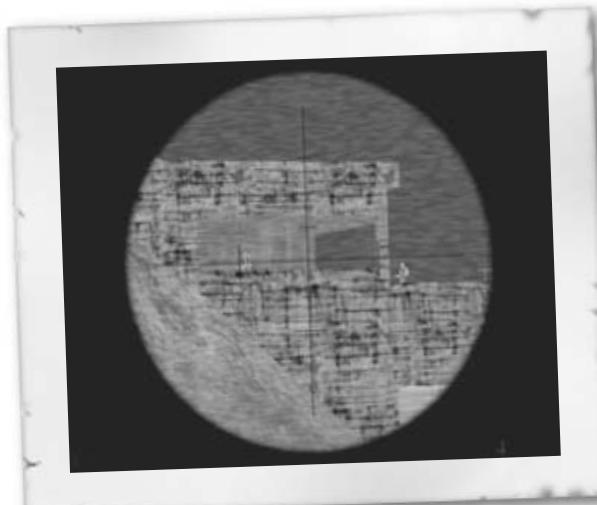
The second room of the tower contains two hanging First Aid Kits; grab them now or save them for later.

The third watchtower is off to the left when you exit this one. However, the guard carries a Paratrooper Rifle, and even worse, he is probably aware of your presence, whether or not you were stealthy. Pop in and out of the doorway to take potshots at the big guy until he falls. You can hit him from the tower roof also. Just climb back up the ladder and crawl to the edge with your Snooper scope raised. You'll have a nice angle on him (figure 23-5).

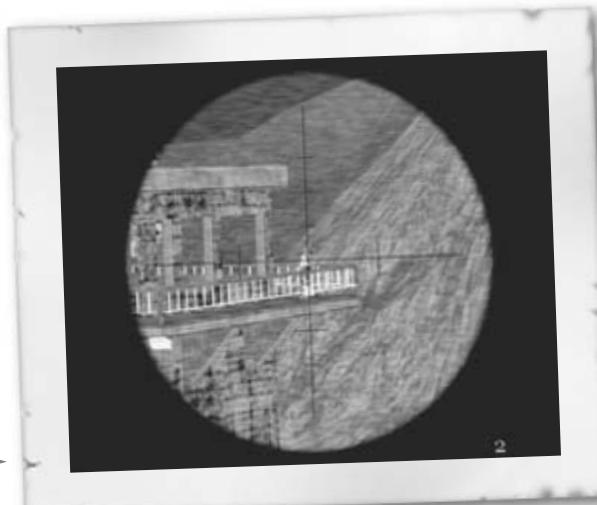
Fig. 23-5. The second tower's roof provides a nice sniping post.

Objective: Gain Access to Main Secure Lab Area

Leaving the corpses of the fallen Nazis to donate their warm blood to the frozen earth, ascend the small hill to the base of the watchtower. Traverse the elevated path until the next tower emerges from the fog. There are two guards: one in the tower and one on the connecting walkway (figure 23-4). Use the Snooper to quietly dispatch them. Again, if they are alerted to your presence, they will move and you lose your chance to drop them cleanly with a sniper round.



↑ Fig. 23-4. You'll know the base is not alerted to your presence if you find this pair of guards at their stations. If they are not here, be wary when entering the base.



**Fig. 23-6. Enemy at the gate!**

Descend the walkway ladder to the ground and quickly move to the rear of the third tower. There is a guard across the courtyard in the building under the raised Nazi flag. Hit him from long range with a Snooper round (figure 23-6).

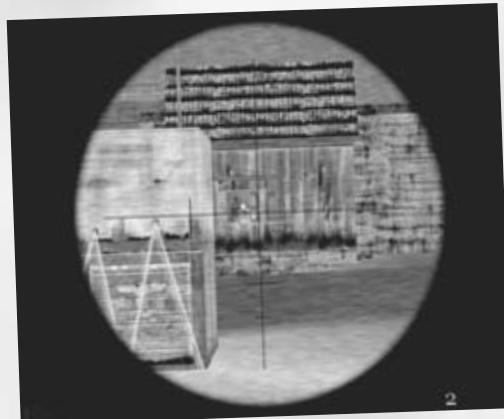
The building directly ahead of you contains two First Aid Kits and should be unoccupied. Grab them and head to the building next to the radio tower. Cautiously open the door; a soldier waits inside. Two more First Aid Kits are your reward.

Activate the switch in the small guard kiosk to open the sliding doors (figure 23-7).

Fig. 23-7. Step over the guard's corpse and activate this switch to open the gate.

Move through the doors and run to the end of the long tunnel. If a guard is stationed on the walkway above the tunnel entrance, kill him. Ignore the entranceway to the right of the tunnel entrance; it's a dead end.

Prepare for a bloody and heavy confrontation after you move through the door. At least four Nazis pound you with Paratrooper Rifle and Venom fire (figure 23-8). Most of the enemies are situated to your right once you enter, with one directly behind the door (if he isn't behind the door, he's in a room down the hall). If you are being pummeled, exit the room to regroup and reload.

Fig. 23-8. Crouch inside the doorway and turn your body to the right. Bring up the Mauser scope, and you have a great angle on all the soldiers in the room.

Straight up the walkway is a storage room with an Armored Helmet, a Flak Jacket, some Paratroop Rifles, and a First Aid Kit.

Directly across from the storage room, on the other side of the garage, is a generator room. Destroy the generator and stumble through the resulting rubble to finish the level (figure 23-9).



Part 2: X-Labs

Mission Briefing

There is very little information about the X-Labs themselves. Our defecting scientist worked in weapons research, and although he is aware of the existence of the X-Labs, he has never been there. He has, however, informed us that the X-Labs do make extensive use of Tesla technology to create powerful, guided, electric fields. These are apparently used for everything from security gating to local power generation. It is also rumored that this technology is what drives the nervous systems of what our scientist calls the X-Creatures.

This last statement indicates that you will probably engage more of the Lopers that you first encountered at the Secret Weapons Facility, as well as other unknown types of X-Creatures. You should proceed with caution into any new areas until you can ascertain what it is you are dealing with. Your ultimate mission is to discover what the Project Über Soldat (Super Soldier) is and what Deathshead's ultimate plans for said project are.



Fig. 23-9. After killing so many Nazis, barrels just aren't as challenging.



Secret Areas: 1



Treasure Items: 0

Objectives

1. Locate and procure Deathshead's project book.
2. Locate entrance to main Über Soldat gestation area.



Objective: Locate and Procure Deathshead's Project Book

Now that you've perfected stealth and covert abilities, these objectives gauge your ability to survive direct and incessant confrontations with extremely resilient and powerful enemies. It's time to use all that extra ammunition you're carrying around.

The walkthrough is helpful for this part because the map is large and complex. It's very easy to lose your bearings and revisit previously explored areas. So we'll make you a deal, Blazkowicz: we'll be the brains if you'll be the brawn. Make us proud!

From the outset, enemy forces are aware of your presence and don't hesitate in trying to end your rampage. So, shoot on sight and, of course, shoot to kill.

You begin in a white-tiled corridor, obviously the entrance to a scientific facility. And speaking of scientists, two Luger-toting, data-crunching geeks are waiting for you in the room to your right. Give them a crash course in ballistics, then grab the Medium First Aid Kit on the shelf at the rear of the room.

Go through the set of double doors into a large, two-story chamber with four doors (including the one you enter through). Two soldiers guarding the central portion of the room immediately open fire at you, so step through the door with your Mauser scope raised to get the drop on them.

The doors are numbered 1, 2, and 3. The door you stepped through is unmarked. The electric flares that block door number 2 are lethal to the touch, so stay clear. Two more soldiers confront you from the number 3 hallway; quickly dispatch them before they toss their Grenades.

Move toward door number 1, killing the two guards at the end of the hallway. The Mauser is ideal here because of the distance to your targets.

Head through the door they were so valiantly protecting and take a look around to see why. The cowering scientist seems to be deathly scared of something. Well, surprise, it isn't you! Could it be the Loper in the cage to your left? Take a few steps forward to find out. Apparently the Nazis underestimating the power of their creation and built the holding cells a bit too weak.

Watch the scientist get what he deserves, then waste the creature with a clip from your Paratroop Rifle. A guard fires at you from the balcony above, but he goes down easy compared to the hovering light bulb.

Climb the ladder at the end of the room to the second floor. The double doors lead through a short hallway and finally to a catwalk above a large laboratory, complete with more flimsy Loper holding cells. Grab the ammo and the Medium First Aid Kits, and snag a front row seat to the ensuing chaos. Don't worry: The scientists have bigger problems than an Ally infiltrator (figure 24-1).

NOTE

If you find the number 3 door closed and no soldiers approach you, then open the door manually and eliminate the pair of soldiers behind it. This coaxes the guards in the number 1 hallway to switch off the electric field, which gives you access to that door.

NOTE

It's possible that you've killed one or all of the escaping Lopers; however, this walkthrough continues as if you haven't.

Fig. 24-1. Fire a few rounds at the Lopers so it's easier to defeat them later. You can even shoot them through the metal walkway.

Move around the catwalk and through the door on the other side. The small hallway is barren except for a single window. Look through the window while pondering the irony of the creation killing its creators, then send the creation back to the test tube from whence it came.

During or soon after your fight with the first Loper, a second jumps through the opening in the walkway to join its fellow mutant in the fray. Put it to sleep so it can have electric dreams of large, grounded females.

Ignore the ladder for now (but remember it; you return to it when you start the second objective) and continue along the walkway until you find two doors, one on either side. The left door reveals a Super Soldier Prototype equipped with a Venom gun. The good news is he doesn't rush you and is a good distance away (figure 24-2). Relatively few shots from your Mauser bring it to its knees; duck in and out of the doorway to avoid the majority of its shells.

Fig. 24-2. Take advantage of his paralysis by showering him with gifts from your Mauser.

The other door opens into a supply room. Grab the ammo, armor, and First Aid Kit from the shelves. Prepare to fight another Loper in the next room.

The circular walkway is a good place to practice your Grenade-throwing skills. The Loper jumps up to the walkway and chases you around the circle. Stay far enough ahead of him, and he's unable to hit you with his lightning attack. Time your tosses so the Grenades explode when the creature reaches them. If you don't hold them long enough, the creature escapes the blast. If you hold them too long, well, let's hope you quick saved. Pick up the Grenades from the shelf and continue on.

Before descending the ladder in the next room, grab the ammo and First Aid Kits from the shelves next to the control terminals. Take a right at the bottom of the ladder and crawl through the damaged door. A guard and more First Aid Kits await you. When you open the next door, a Loper tries to enlighten you. Short-circuit him with 30 or so rounds from your Venom.





Fig. 24-3. All this trouble for a book?
Man, we'll wait for the movie.

The project book lies on an operating table near the dissected Loper (figure 24-3). Grab it to complete the first objective.

Objective: Locate Entrance to Main Über Soldat Gestation Area

Backtrack to the room where you saw the scientist smashed up against the glass by the Loper (the one we told you to remember). Take the ladder in that room down to the lower level.

When you exit the small enclosure, both the left and right paths end up at the same place. Take the right path to pick up the First Aid Kits and ammo from the various shelves. Bring up your Venom, open the door, and disable one more Loper.

Fig. 24-4. Don't worry; your weapon won't shrink when it gets wet.

You

haven't eaten anything lately, have you? It's time to go for a swim (figure 24-4). Jump into the small pool and follow it until you come to a large room with a gray metal door on one side and a hallway on the other.

Fig. 24-5. Surface within these alcoves to catch your breath.

TIP

You start sustaining damage if you hold your breath too long, so capitalize on every opportunity to grab a quick gulp of air (figure 24-5).



The hallway is a dead end, so swim through the metal door instead. You soon come upon another fork. Ignore the room with the four pillars and take a right through a set of metal doors.

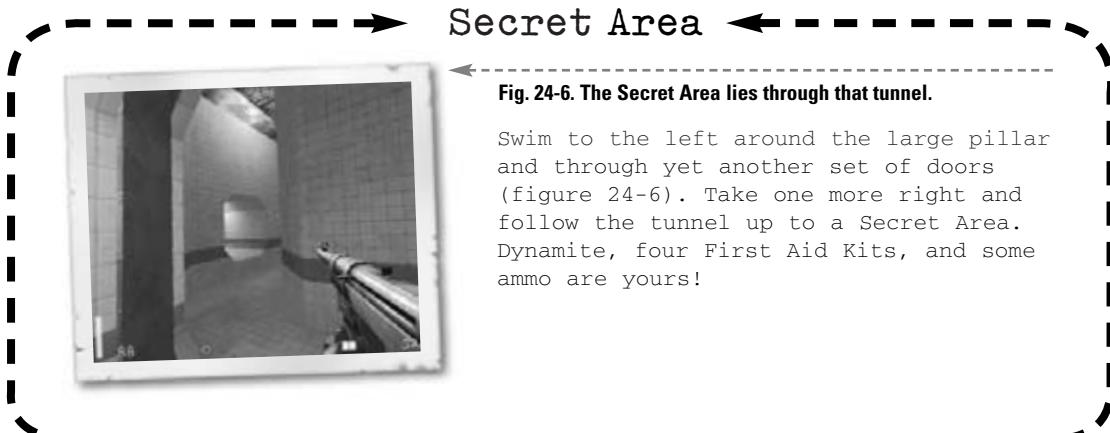


Fig. 24-6. The Secret Area lies through that tunnel.

Swim to the left around the large pillar and through yet another set of doors (figure 24-6). Take one more right and follow the tunnel up to a Secret Area. Dynamite, four First Aid Kits, and some ammo are yours!

The door out of the Secret Area is locked. Look out the window to view a wandering Super Soldier Prototype annihilate a Loper, then witness it blow up the door to the Secret Area. Ignore that exit. Instead, dive back into the water and return to the room with the four pillars. The ladder takes you up and out of the pool.

After you ascend the ladder from the pool, the doors straight ahead lead you back to already explored territory. Take a right into the nearby hallway. Usually you must kill the Prototype here. If you're lucky, however, a rogue Loper does the job for you. Either way, you get to disconnect something (figure 24-7).



Fig. 24-7. It's like fighting a bumper car.

Grab the First Aid Kit in the small room then follow the hallway to the right. If you took the correct path, you pass a red Deathshead insignia on the wall around the next bend.

Travel through the door to hear sounds of a struggle. A Loper battles more soldiers. Kill the hovering holiday decoration and move into the control room.

If needed, grab the two First Aid Kits, then quick save your game. Pull the red lever, and two Proto-Soldiers emerge from their holding cells in the next room. This is your toughest battle yet.

There is no fail-safe way to quickly dispatch them, but here's a pretty sound course of action: Equip your Mauser after activating the switch and quickly move to the foot of the stairs. Take a crouching position with your sights on the Proto-Soldier to the left (figure 24-8). Hit him four or five times (if you are positioned correctly, he won't have a shot at you), then switch to Dynamite.



Sidestep halfway up the stairs, facing the opening. As soon as you see the Proto-Soldiers' guns, drop the Dynamite in front of them and retreat farther up the stairs (figure 24-9). Wait until it detonates, then move to the raised metal walkway.

Four outcomes are possible: First, you kill them both. Not likely, but if so, congratulations! Second, both Proto-Soldiers retreat into the holding cell. If so, move to the bottom of the stairs and use the Venom to strafe in and out of the doorway. Third, both ran to the far corner of the room. Stand on the first landing and strafe with the Venom. Fourth, one retreated and one ran. Use a combo of the prior two strategies, first killing the one who ran.

The bottom line is this: if you don't kill both of them with the Dynamite, you must deal with them in a blitzkrieg fashion, always firing while moving in and out of their weapons' range.

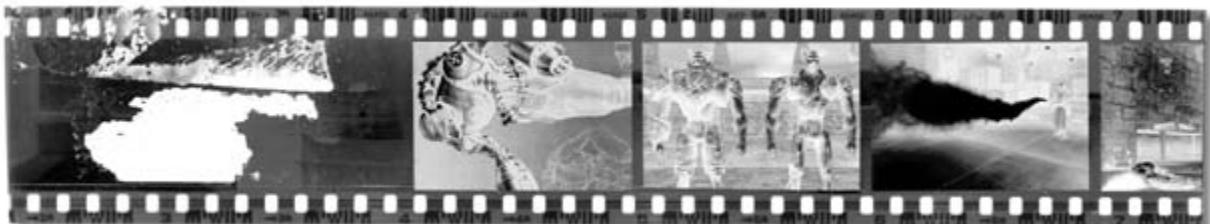
After they are gone, move into their cell and activate the red lever. Continue through the tunnel to finish the level.



↑ Fig. 24-8. Quickly get a few Mauser shots off before the door fully opens. Move just close enough to the stairs so you can see him without him seeing you.



↑ Fig. 24-9. Drop the Dynamite as soon as you see their guns emerge from the cell. The resulting explosion will severely hurt or kill them.





Part 3: X-Labs Super Soldier Chambers



Secret Areas: 0



Treasure Items: 0

Objectives

1. Pursue Deathshead to the Über Soldat Test Lab.
2. Eliminate Deathshead's Über Soldat.
3. Locate exit and proceed to surface.

Mission Briefing

NO NEW INFORMATION AT THIS TIME

There is very little information about the X-Labs themselves. Our defecting scientist worked in weapons research, and although he is aware of the existence of the X-Labs, he has never been there. He has, however, informed us that the X-Labs do make extensive use of Tesla technology to create powerful, guided, electric fields. These are apparently used for everything from security gating to local power generation. It is also rumored that this technology is what drives the nervous systems of what our scientist calls the X-Creatures.

This last statement indicates that you will probably engage more of the Lopers that you first encountered at the Secret Weapons Facility, as well as other unknown types of X-Creatures. You should proceed with caution into any new areas until you can ascertain what it is you are dealing with. Your ultimate mission is to discover what the Project Über Soldat (Super Soldier) is and what Deathshead's ultimate plans for said project are.

Objective: Pursue Deathshead to the Über Soldat Test Lab

Activate the red switch, then when the door opens, creep around the corner into the hallway. A Proto-Soldier immediately rounds the far corner in front of you. It quickly closes the distance, so hastily disintegrate it with the Venom (figure 25-1). Don't worry about the damage you receive; plenty of First Aid Kits and armor are on the shelves ahead.

After you power up, move toward the glass doors. They are locked, so proceed up either staircase (they both lead to the same place). Kill the soldier who confronts you and then double back up the other staircase to kill a second soldier.



Fig. 25-1. Standoff at High Noon.



Fig. 25-2. Stay down the hall where he can't hurt you.

If the noise doesn't draw a Flamethrower-carrying soldier into the hallway, find him at the end of the hall and hit him with the Venom or Mauser until he falls. It's easiest, however, to let him come to you (figure 25-2). Just stay out of range of his weapon.

After he's toast, continue on until you see a second Super Soldier Prototype. This one carries a Panzerfaust, so you can't just stand your ground and let him have it. You need patience to kill this one. Hit it with the Mauser, then quickly run to the next corner and hit it again when it appears. Repeat this until it crumbles—simple, and with little or no damage to you (figures 25-3, 25-4).

If you didn't use all the armor and First Aid Kits from the shelves in the first room, go get them now. The next room brings you face to face with the Super Soldier—Deathshead's pride and joy. This one is not a prototype, however, so he doesn't go down as easy as the rest.

Objective: Eliminate Deathshead's Über Soldat

The Super Soldier's primary weapon is the Tesla Gun. The Tesla fires blue bolts of lightning that quickly burn away your armor and deplete your health (figure 25-5). It also makes it very hard for you to move, switch weapons, fire, or reload. First and foremost, seek cover from its continual stream.

Figs. 25-3, 25-4. Move back and forth in the hallway, dodging the Prototype's rockets while simultaneously returning fire.



Fig. 25-5. Always keep a barrier between you and the Super Soldier so he can't connect with his weapons.

The lightning cannot travel through walls, so the Super Soldier needs a clear shot in order to hit you. Place yourself behind pillars or in other rooms to nullify this attack.

The Super Soldier also uses a Panzerfaust. This is nothing new; you have already met and overcome Prototypes using this weapon. Stand clear of both the rocket itself and the splash damage that comes with its detonation.

So you know what to expect—now you need a little information on the arena. The room consists of two levels; the catwalk you currently stand on is the higher of the two. The only way down to the lower level is the ramp on the left side of the room.

On the ground level, there are four support pillars that rise to the ceiling. Also, a small control room is on the opposite side. The window in the control room is bullet- and lightning-proof (figure 25-6). Scattered throughout the room are cylinders that explode when hit.

Fig. 25-6. No weapons can penetrate this window, so use this haven to your advantage.

The last thing of note is that Deathshead is so confident in his creation's superiority that he placed two Flak Jackets, two Armored Helmets, and five First Aid Kits on shelves located at the rear of the room. Grab them only if you stay out of harm's way.

If you haven't formed an idea of how to defeat this thing, we spell it out for you. Run down the ramp as soon as the cutscene ends, and position yourself so the nearest pillar is between you and the Super Soldier. If you are lucky, the titan stops, pondering your disappearance. Pull up your Mauser and take scoped shots at any piece of its body that is poking out (figure 25-7). It takes a few shots, but it does the trick.

Fig. 25-7. With the pillar between you and Super-Nazi, take aimed shots at its body without fear of repercussion.





Fig. 25-8. When the mutant soldier rounds the corner, destroy the canisters to inflict massive damage.

If, on the other hand, it keeps moving, continue to round the pillar so it can't get a firing angle on you. Then, when clear, run to the small control room at the opposite end of the arena. From there, treat it like you did the Prototypes: Duck in and out of cover while pummeling it with everything you've got. Also blow up the canisters when it passes in front of them. (figure 25-8). The resulting explosion severely damages the mechanical mutant.

One last thing: As you fight the monstrosity, scientists periodically appear and take shots at you from the catwalk. Kill them by firing through the metal walkway on which they stand. Happy hunting!

Objective: Locate Exit and Proceed to Surface

Nice work, Blazkowicz. All that is left is to find the exit. Grab the Tesla Gun, then leave the room through the door from which the Super Soldier entered.

Try out the Tesla Gun on the five scientists you confront in the next room, or just mow them down with machine-gun fire (figure 25-9).

After you wipe them out, go up the staircase to the right. Two more scientists try in vain to stop your progress.

At the top of the stairs, defeat one additional pesky brainiac and proceed through the pair of doors to the control room that Herr Deathshead recently vacated. Grab the First Aid Kits from the shelves behind the door and head through the door to your left.

Activate the red lever to take a quick elevator ride to the surface—you're a quick jaunt away from fresh air. Push the button to open the door and you catch a glimpse of Deathshead's cowardly escape. Let him wallow in the abyss of failure for awhile. In the meantime, you've got more work to do.

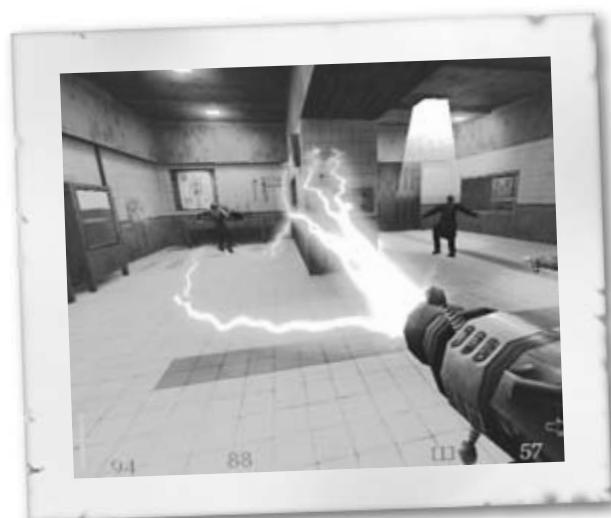


Fig. 25-9. Ride the lightning.



RETURN TO CASTLE

Wolfenstein™

Mission 6

MISSION 6-Part 1



Mission 6—Return Engagement



Part 1: Bramburg Dam

Objectives

1. Get across the Bramburg Dam.
2. Destroy communications equipment.
3. Locate the road to Paderborn.



Secret Areas: 1



Treasure Items: 0

Mission Briefing

The mission to the "X-Labs" had the effect of driving Deathshead into hiding; at this time his whereabouts are unknown. However, it is now known that he was only a supporting character in Reichsführer Heinrich Himmler's ultimate goal: to resurrect Heinrich I from his grave somewhere near Castle Wolfenstein. It appears that three of the Super Soldiers created by Deathshead will be "anointed" by Marianna Blavatsky in a ceremony to be held at a chateau near the village of Paderborn. Much internal OSA skepticism remains regarding this ceremony. However, we cannot afford to rule anything out at this point.

Your mission is to infiltrate the chateau and stop this ceremony at all costs. Himmler and Blavatsky's plan, no matter how incredible it may seem, must not be allowed to come to fruition. To reduce alerting anyone to your presence, you'll be air dropped near a dam two kilometers outside of Paderborn. You must cross the dam to gain access to Paderborn, and from there on to Chateau Schufstaffel. A silent approach appears to be your best option. Once in Paderborn, your mission is to assassinate the Paranormal Division officers and discover the exact location of the ceremonies.

Objectives: Get Across the Bramburg Dam

Making your way across the dam isn't easy, but what part of this job is? Sneak down the hill toward the tree, but don't get too close to the edge of the cliff; falling from this height definitely ruins your chances of making Captain. When you near the railing, continue to sneak onto the pavement and over to the ladder going down the dam's face.

When you reach the bottom of the ladder, follow the metal walkway around to another ladder. From here you see a soldier walking on the grating below (figure 26-1). Fire a few bullets into his head, then climb down the ladder. Pick up the dead soldier's gun as you pass, making your way down the walkway to a door leading into a hallway.

Fig. 26-1. This soldier doesn't expect death to come from above. Drop him to the ground before climbing down the ladder.

There are two armed repairmen to the right as you enter the corridor at the end of the hallway. Quickly dispose of them and continue down the corridor, making a left into another hallway. Kill the soldier as you enter the room if he hasn't already come out to meet his demise. When the room is clear, walk over to the lift and press the button to the right of it, sending the lift up unoccupied.

Call the lift back down and press the button to make it rise once more, this time with you onboard. As you near the top of the ramp, take aim at the soldier's head, which pops into your view. When you see the whites of his eyes, pull the trigger to kill him before you arrive. At the top, enter the room on the right and grab the Armored Helmet from the shelves, leaving the First Aid Kits for when you need them.

Hell waits on the other side of this door, so be prepared. The instant you open the door to exit this room, turn to the left and kill the soldier looking away from you. Another soldier, just in front of him, ducks out of sight if you make noise killing his friend. Kill him from within this small bunker when he shows his face again. Leaving this bunker puts you in the open for gunfire from both ends of the dam. You must clear the dam of soldiers before leaving.

Stay crouched as your first two victims die, then turn to the right side of the bunker and grab hold of the machine gun. Use the gun to eliminate the soldiers rushing out to kill you (figure 26-3). When all the soldiers on the right have fallen, ready your Mauser and aim out the doorway toward the other end of the dam. Three soldiers are on their way to wreak havoc; two have the potential to send a rocket in your direction. Quickly put an end to their dreams with a few quick shots.



Fig. 26-2. Not even a lift can stand between you and a Secret Area.

After sending the lift up empty, look at the floor where the lift just was (figure 26-2). Kick open the grate, then jump down and follow the tunnels to a room filled with armor and ammo. Open the gate to reenter the room with the lift.





Fig. 26-3. A steady sweep of bullets across the midsection takes these soldiers down, clearing half the dam of enemies.

A final soldier snipes from the watchtower to the right of the last three soldiers you killed. He may have come down the tower's ladder in an attempt to do you in. Look for him up the tower or near the ladder and relieve him of his post with a well-placed shot from your Mauser.

When the dam is clear, go back into the room with the shelves to claim the First Aid Kits if you sustained any damage. When you feel healthy again, leave the bunker and climb up the watchtower on the right side of the dam to turn off the annoying alarm. Climb back down the ladder and enter the room across from the tower for a Cold Meal and a stamina boost.

Cross the dam toward the opposite watchtower. As you close in on the watchtower, pick up the guns dropped by the soldiers you killed earlier and enter the door on the left to kill a few more (figure 26-4). Grab the Cold Meal from the table, then head up the stairs in this room.



Fig. 26-4. The soldiers may rush out of this door for a bit of fresh air before you get inside to kill them. Killing them is the same no matter the place.

Objectives: Destroy Communications Equipment

Run up the stairs and open the door on the left. Open the next door to your left and kill the three guards that have set up shop here. Take a moment to smash their equipment on the desk. When the equipment is kaput, grab the Armored Helmet and the Large First Aid Kit from behind the ladder; then climb the ladder into the vent system.

Objective: Locate the Road to Paderborn

Follow the shaft until you come to an area where you see down to the floor below. You must either quickly kill the soldier below or hurry down the shaft to avoid the rocket that the soldier sends into the vent. Either way, continue down the shaft to a grate. Kick it out and drop down to the floor.

As you drop down out of the vent, shoot the soldier near the steps in front of you, then turn to the right to kill two more down the steps (figure 26-5). There is only one here if you killed the soldier from the shaft. When the area is clear, collect the health from the far corner of the lower floor and return to the stairs near the body of the soldier you killed as you dropped from the vent.

At the top of the steps, walk down the hall and go through the door on the left. Open fire on the soldier convention being held in this small room. When the smoke clears, enter the door on the left to grab the Flak Jacket, Armored Helmet, and sacks of Grenades. As you exit this room, you may find a couple of paratroopers ready to kill you—if you have not encountered them already. Fill them with holes like any other soldier, and go back into the hallway from the door in front of you.

Take the single door at the end of this hallway to another hallway with a flight of steps. A few paratroopers await you at the bottom of the steps. Send a rocket into the crowd, then run down to blast away any survivors (figure 26-6). Exit the stairwell when the last paratrooper breathes his last breath.



Fig. 26-5. As you drop down from the vent, kill this guy guarding the stairs leading out of here.

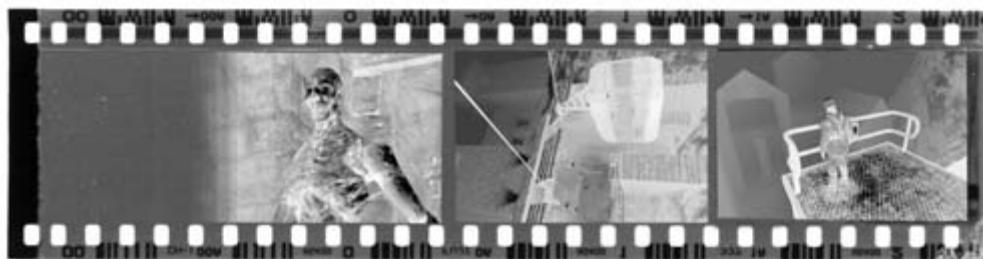




Fig. 26-6. Boom! Shake, shake, shake the room.

This door returns you outside and into gunfire. Quickly kill the soldier hiding behind the crates in front of you, then run down the steps and kill the soldier hiding under them. The fence in the distance is your way out, but it's locked, so head to the small shack to its left (figure 26-7).



Two soldiers guard the fence: one in the shack and one in the little booth to the right of the fence. Take out the soldier in the booth before busting into the shack to kill the other. As you enter the shack, the switch to open the fence is to the right. Grab the Cold Meal and the Armored Helmet as you leave the shack and head through the gate.

Fig. 26-7. This small shack is the last stop before you leave the dam. Hop in and ravage the place.





Part 2: Paderborn Village



Secret Areas: 5



Treasure Items: 12

Objectives

1. Eliminate five key SS Paranormal operatives.
2. Gain access to Chateau Schufstaffel.
3. Ensure alarm is not sounded.

Mission Briefing

Paderborn, home to many of Germany's leading occultists, is currently hosting the elite of the SS Paranormal Division. As learned in recently decoded SS transmissions, Marianna Blavatsky will perform a ritual termed "Anointing of the Dark Knights." The ceremony is scheduled to take place somewhere near Chateau Schufstaffel. Resistance intelligence tells us the only viable route into the chateau is through the village, as it is the least guarded path. However, there is a General Alarm somewhere in the village near the chateau. If the alarm is raised there will be no chance of getting inside. You must, therefore, proceed through the village as quietly as possible, using your silenced weapons.

Also, with the "Anointing Ceremony" about to take place at the chateau, there are five key SS Paranormal Operatives residing in the village. This presents a unique opportunity to deliver a crippling blow to the SS Paranormal's chain of command.

Therefore, these SS Operatives must be eliminated before proceeding.

Objective: Eliminate Five Key SS Paranormal Operatives

All right, Agent Blazkowicz, it's time to put on the soft shoes and see how good you are at sneaking around. Anyone can be stealthy in a forest; the tight streets of a German mountain village are another thing altogether. You must rely entirely on silent weapons: the Sten, Snooper Rifle, and Combat Knife.

Kill any guard that sees you within seconds, or his shouting raises the alarm. Any gunfire—with the exception of the first area—and you're through.

Lock and load the Sten and walk forward from the starting point. A staff car is to your right, just around the corner. Crouch and ease forward against the wall opposite the car. Your goal is a set of stone stairs that leads to another walkway. Watch for a patrolling guard's head as he strides back and forth. Move when he's past your position. Get to the wall of the higher walkway and scoot over to the base of the stairs for a closer look.

Inch partway up until you see the guard's helmet, and wait for him to head away from you. Crouch-walk up the rest of the stairs and get to the walkway he patrols, then gun him down with the Sten or boldly sneak up and use your Combat Knife (figure 27-1).



When the guard is laid out on the cobblestones, pass the archway to your left and go to the wooden door in the alcove. Open it to see a pair of Nazi officers chatting amiably by the fire. Use the Sten to snuff them like candles. Go for head shots to quickly dispatch them. It's best if they don't get a chance to shout or shoot.

NOTE

If you're mostly hidden and hear an enemy say "Is someone there?" then you're still safe. Move into full cover and the suspicious party eventually lets his guard down and continues on his way.

Inside the room, the closet near the door has a couple of Armored Helmets for your protection, and the table holds a Hot Meal for your health. Sneak up the stairs to the left of the fireplace and find a library to your right. The German officer inside is Major Hochstedder—your first SS Paranormal Division target. He cheerily calls to his wife, unaware of your deadly intentions. Gun him down with the Sten, and drink his Brandy for a stamina boost.

If the Major was alerted to trouble, he hides in the closet next to the fireplace in the library. Hunt him down, then visit his wife.

Fig. 27-2. This chest holds some nice Gold Bars. And no, we're not going to share, Mrs. Hochstedder.

Frau Hochstedder is in the other upstairs room. We assume she's an innocent, since you aren't allowed to shoot her, though her outfit suggests otherwise. She cowers in the corner as you bust open the chest at the foot of the bed to nab some loot (figure 27-2).

NOTE

This is the only area where sustained gunfire won't result in the General Alarm being spread. You could just charge in with a yell and guns blazing. Three other Germans rush out at you, but the sirens won't sound. However, this is a great place to practice your sneaky method; you'll need it for the rest of the level.



Fig. 27-1. Getting in close is challenging, but the reward is a quick, quiet kill.

Secret Area



When you're finished scaring Mrs. Hochstedder, head downstairs and exit the house, back to the walkway where you killed the first guard. Go through the archway you passed earlier and turn the corner.

Secret Area



Fig. 27-3. This tiny door is the gateway to a very stealthy approach, as well as to a load of loot.

Notice the small door with a brass padlock securing it (figure 27-3)? Use your Sten to blow open the lock, and then crouch to go through the small door. Go down the ladder in the small room, cross to another ladder, and climb up it. Open the trapdoor at the top to enter another secret area. There's a bit of treasure on the shelves, as well as a Flak Jacket if you're feeling a bit chilly.



Go out the standard door that leads to a short hall. You hear an alchemist cursing his failed experiments. Open the door at the end of the hall and walk forward in a crouch. The alchemist won't notice as you sneak up behind and silently knife him. Head to the main door to the right of his workbench.

Switch to the Snooper and then open the door. Up in a window, directly facing you, is a lazy Nazi guard. He's not expecting trouble, so tap him on the back of the head with a silenced Snooper bullet. Move ahead to the corner almost directly under the window. Arm yourself with the Sten and move slowly around the corner.

A guard lolls about outside a house gate. Nail him with a Snooper shot; then position yourself directly under the window of the guard that you shot from the alchemist's.

NOTE

If you haven't fired five Snooper rounds yet, simply leave the ammo there and come back for it later.

Now, move down the street and through the gate the other Nazi was guarding. Go up a short flight of steps and through a door. A woman patiently cowers when you enter this room. Leave her be and sneak up the short flight of stairs in the right corner of the room. Two German officers discuss dinner. Crouch-walk in as close as possible and give them an after-dinner fusillade from the Sten. In this dining room, find two MP-40s, two Armored Helmets, and two Hot Meals: a Noah's ark of supplies.

Secret Area



Fig. 27-4. Note the drainpipe. It doesn't look too sturdy, but trust us; it'll take you places.

There's a drainpipe in the corner (figure 27-4). Jump onto it and climb up. Pull yourself even with the flower box outside the open window, jump over to it, and then crouch into the window. You find a First Aid Kit and five Snooper bullets. Pick 'em up and shimmy back down the pipe.



Fig. 27-5. The open window gives you a great angle on this guard. Eliminate him from here to minimize your risk of discovery.

Silently continue up the stairs. At the top, an officer listens to a Victrola. Conveniently, his back is turned to you (if you've been quiet). Shoot or stab him. Your second target: General von Stauff.

One more task remains in this house. Go through the only door in this room and through the door in the adjacent bedroom. Hop up the steps and check out the open window. Equip the Snooper Rifle and look to your left (figure 27-5). A guard patrols a small platform, walking it and then going through a door. Wait for him to fully come out onto the platform and then shoot. Down he goes. And now, down you go. Take the stairs all the way down and exit the house, taking a left when you go out the front gate.

Run down the street, but stop at the corner where it turns to the right. Swap to the Snooper Rifle and then slowly creep around the corner until you see the decorative gate at the other end of the street. Bring up the night-vision scope and zoom in on the gate. A guard patrols behind it. He walks from your right to your left, stops a moment, and then starts back toward the right. When he does, swiftly run to the end of the street, hugging the right wall, all the way to the gate. Then, just as quickly, cross in front of the gate to the other side of the street. Look at the wall to find a small door next to some stone steps.

Open the tiny door and duck inside. A grill of bars is in the far corner. Head for it, bring up the scope, and wait for a German officer to come into view on the other side of the bars. Plaster him across the far wall, introducing yourself to Colonel Strache. Pick up the Grenades to your left and then go back out the small door.

Use the Snooper's scope to check on the guard on the other side of the gate (figure 27-6). When his back is turned, cross the street. Don't shoot him yet. Go through the large archway and turn left on the other side.

A balcony is directly above you. Its doors open and a Nazi strides out to admire the moon and whine about his wine. Stay under the balcony, out of sight, until the man says, "See that you do, Kemph!" At that point, go down the steps and through the weathered wooden door at the bottom.



Fig. 27-6. The guard beyond this fancy gate makes life miserable. Be very patient.



You're in the wine cellar, and now things get a bit confusing, so stick with us. First, blast the Nazi staring at a wine rack and pick up a couple of First Aid Kits just to his left if you need them.

Ignore the casks for now and run up the stairs deeper into the cellar. Move fast, no one else is down here. There are several sets of stairs, so keep moving up until you find a wooden door. Push through into a short hall and open the next door you find.

You see a fireplace and hear a soldier come in to warm up. Stay put and let him get to the fire before you blow his helmet off. Now, turn around and go back into the cellar the way you came.

When you reach the area where you killed the guard by the wine rack, look for the pair of casks in the recessed area.

Secret Area



Fig. 27-7. The cask on the left is more than it seems. Push its spigot and look to the stone wall a little farther left for a Secret Area.

Check out the strange protruding spigot on the cask to your left (figure 27-7). Push it in to reveal a secret door in the wall. Crouch to get through it and into the Secret Area beyond. You find some loose Gold Bars for your troubles and a ladder leading up.



NOTE

It's difficult to time this correctly; if the guard glimpses you, you're sunk. Wait a second or two after the door opens before you poke your head out. The guard should have his back to you.

Climb the ladder in the Secret Area and go through the door at the top. Walk straight out and turn in to the hall on your left. Don't go down the hall, however. Stay in the corner and watch the door located in the wall with a single window. Wait a moment, and it opens into the hall. Crouch-walk down the hall until you see the guard outside the door. Quickly pop him before he raises the alarm.

Continue down the hall and follow it to the left. Open the door at the end and you're in the room with the balcony you previously stood under. General Burkhalter is in a small office to the left. His name is on your list so give him the special treatment. Well, all right, give him the same treatment as all the other Nazi goons in this town. Wipe him out, pick up a First Aid Kit if you need it, and go back to where you shot the last guard.



Go onto the patio the guard patrolled and jump over the rail into the courtyard (figure 27-8). Head toward the wooden cart at the end of the yard opposite the patio you just jumped from. On the back wall, at ground level, is a wooden door to explore. Go inside and down the stairs.

You find a drunken Nazi (whose incessant singing has probably been ringing through your ears for a while). Criticize his vocal abilities with a silenced 9mm slug, then snap up a bottle of the restorative '38 Latour, a pair of First Aid Kits, and a couple of .30 caliber rounds for the Snooper Rifle. Arm yourself with the Snooper and go back out the door to the courtyard.

Sweep the grounds with your scope and put down any guards still patrolling. Then move forward and go up the first set of steps to your left. Arm the Sten and open the door.

A man behind a desk demands to know who you are. Introduce yourself politely and then introduce the Sten. Have a sip of his Brandy to raise your stamina. He didn't get a chance to say, but that was General Haupfman, the fifth and final target. You're almost done. First, though, take a look at the picture behind the General's desk.

Objective: Gain Access to Chateau Schufstaffel

Return to the courtyard and down the steps. Then climb the steps adjacent to the ones you just hopped down. Silence the guard patrolling here with your Sten (killing that guard actually fulfills this objective). Use the Sten on that alarm box a little farther on, too (figure 27-10).



Fig. 27-8. From this patio, find the lowest wooden door in the courtyard. Vault the rail and head for it.

Secret Area



Fig. 27-9. Once the switch is thrown, this door opens. That chair in the way can be smashed, pushed, or shot—your pleasure.

If you haven't already shot it up, destroy the picture behind the desk to reveal a switch. Flip it to reveal a hidden room next to the door (figure 27-9). Enter to find ammo for the Venom, a couple of cans of Flamethrower fuel, two boxes of rockets, and three bars of the good stuff.

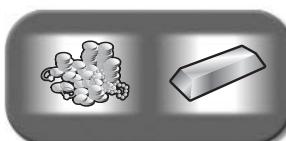


Fig. 27-10. There are two alarm boxes; take your anger out on this one first. The second feels your wrath soon.

Bring the Snooper Rifle to your shoulder and look in the tunnel for the pair of Nazis discussing the evening's activities at the Chateau. Pop one and then the other in quick succession. On the same level as the alarm box, past the steps leading down, is a small door. Grab a pair of First Aid Kits if you've taken a slug or two.

Objective: Ensure Alarm Is Not Sounded

Go down the three steps and into the tunnel you just purged of Nazi scum. A decorative gate lies ahead. Use it like a door and turn to your right to kill the final guard in this level. Then, look for the alarm box along the wall that has the gate. Blast it to pieces with your Sten to achieve the final objective.

Finally, look for the cellar doors against a wall of the Chateau. Trip down the steps and you're out. Easy, right?



Part 3: Chateau Schufsstafel

Mission Briefing

The "anointing" ceremony for the Super Soldiers is reported to be taking place somewhere on the grounds of the chateau. According to the Operation: Resurrection project book recovered from the "X-Labs," the three Super Soldiers are to be "anointed" by Marianna Blavatsky whereby they will be transformed into "Dark Knights." According to the project book, the presence of these "Dark Knights" is necessary for the final phase of their plan to raise Heinrich I from his thousand-year-old burial site.

You must, if possible, stop the ceremony before it begins and destroy the Super Soldiers before their transformation. If their transformation does take place, there will be no way of judging how much more powerful they will be, or if it will even be possible to stop them. Also, there will still be a number of SS Paranormal Operatives in the chateau; ensure that you eliminate them.

Objectives

1. Eliminate General von Shurber.
2. Locate rear exit of the chateau.



Secret Areas: 2



Treasure Items: 7



Objective: Eliminate General von Shurber

After all that sneaking around, you're probably itching to slice through the Nazi troops like an axe through butter. Lucky for you, the chateau provides that chance. Don't go crazy right from the start, though; there's some important information to hear first. To get it, you must stay in stealth mode for a little bit longer.

Arm yourself with the trusty and quiet Snooper Rifle and head into the wine cellar directly in front of you at the start. Get to the stairs at the back, but don't go up them just yet. A soldier is right around the bend. Wait patiently, he'll mutter and then be hailed by an officer who tells him to check if a certain General Burkhalter has arrived. Smile quietly to yourself knowing that the joke's on them, because you've already seen to the General's evening plans.

When the corporal says "Jawohl!" and runs off, climb the rest of the steps and look out at the courtyard to see the soldier racing away. When he's gone, follow his path to the other side of the courtyard. Be aware: the officer was on a balcony directly above the wine cellar entrance. He's likely gone inside again, but confirm it with the Snooper's scope before you move into the open.

At the other side of the courtyard is another door. Bring the Sten to your shoulder and get close in. Two soldiers discuss the tension in the air. Stay to the right of the door and open it. You shouldn't see the talking soldiers from this position. Halfway up the wall opposite the door is a cleat with a rope tied to it (figure 28-1). A single shot from the silenced gun breaks the cleat and dumps a lethal load of wooden barrels on the Nazi pair. The bonus is that it's a stealthy maneuver and doesn't alert other guards.

Eat the Cold Meal and grab the Armored Helmet if you're in need, then exit through the other door in this room. You end up in a hallway. Edge over to the corner but don't peek out yet. Listen to the officers talking about the evening.

Seems that your handiwork hasn't gone unnoticed; the high command is getting a teensy bit anxious. The important information, however, is that Madame Blavatsky has cancelled the party and gone off to perform the ceremony. Looks like it won't end here, but you've still got a job to do at the Chateau.

NOTE

If you're up to a challenge, continue on the stealthy path. It's very difficult, but not impossible. The first step is to quietly get rid of these officers. Use the Snooper Rifle to kill one of them. Wait until his body hits the ground and then kill the other. Then move up and knife the guard. If you succeed, you see a ceremony in the room past the staircase.



Fig. 28-1. A shot to this little cleat sends a large and lethal surprise down on the heads of the complaining guards.

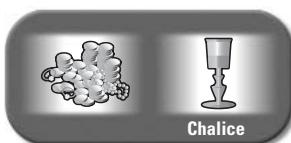
Fig. 28-2. Without the benefit of stealth, you get to deal with this rushing mob. Luckily, they start far away: You easily blast them as they come at you.

Now get noisy! Get the two officers first, since they usually don't fight on the front lines—let them taste the fate of the common soldier. As soon as they fall, the whole place is alerted to your presence. Move into the room where the officers were talking. Face away from the fireplace and keep it to your right. From there you have a great field of fire into the lobby of the chateau as guards start pouring out (figure 28-2).

Paratroopers and Elite Guards are on the menu. Might we suggest you use the Paratroop Rifle to deal with them? An excellent choice; ammo is plentiful. Be especially careful of a soldier with a Venom gun. Plus, a Paratrooper and an Elite Guard woman come through the storeroom door behind you. Stay sharp, and eliminate them before they cause problems.

Stay in position until the flood abates. Then switch to the Mauser and go to the other side of the fireplace. Look up the stairs in the lobby. A few goons are hanging out, and this is simply a sniping contest. Scope in and send long distance messages to your enemies.

Pass by the main stairs in the lobby and enter the room across from the fireplace. You find a meeting hall with a trio of Elite Guards. Much as it pains you to destroy such beauty, kill them all and then grab the two Chalices on the stage. They also were kind enough to leave a Hot Meal on the table.



Secret Area



Fig. 28-3. Put a bullet in der Führer's forehead, to reveal a switch.

Now that you're momentarily safe, turn around and admire the mantle of the fireplace. A huge portrait of Hitler hangs above it (figure 28-3). Shoot the painting of the beyond-evil dictator to reveal a switch with a swastika on it. Then shoot the switch and a secret door opens under the lobby's staircase. Run to it and down the cramped stairs it revealed. A comfy sitting room is down there, with a First Aid Kit, an Armored Helmet, and a Chalice for your troubles.



Now go back up the stairs and flip the switch by the door to re-open it and let yourself out.



Fig. 28-4. The bad guys are up there, but first you must reach that balcony on the other side. Use the precarious ledge to get around to it.

It's time to go up the main staircase. Head up to the right and push through the double doors there. The hall doglegs to the left, where you meet a couple of Nazi Paratroopers. They play rough, so shoot them down. On the left wall is a single door, which they came out of. Open it and make another gap in the German chain of command by killing an officer inside, the same one who spoke to the corporal from the balcony.

Two Hot Meals, an Armored Helmet, and a Flak Jacket wait in the dining room. Help yourself and then go out the balcony doors. Immediately train your sights up and to the right. A few Nazis are on the roof, sniping down at you. Push them back and then note the ledge on either side of the balcony (figure 28-4).

Hop onto the marble ledge and walk over to the balcony on the opposite end of the courtyard (this is the same courtyard you crossed at the start, but now you're up high). Ignore the ladder up to the roof for a moment. Instead, jump to the balcony and go into the room attached to it.

An officer is enjoying some piano music. Pull the curtain on his military career and read the note on the table. Oberfuhrer Blavatsky is quite confident that the ceremony will succeed. Find the door that leads out of the piano room and into a hall beyond. Turn right into the hall but stop before turning the corner.

At the end of the next length of hallway is an overturned table shielding a handful of Nazis. It looks like they knew you were coming. Use a scoped weapon, such as the Mauser, and poke out to take shots at the creeps (figure 28-5). Duck back to cover when you reload or when their shots start hitting you. Or, just charge in and blast them at close quarters, but try to stay healthy.

NOTE

If, by pure will and determination, you have managed to get this far stealthily (that is to say, through the last few rooms) then this hall is not barricaded. You'll only meet the three Paratroopers and a certain target on your objectives list.

The big guy with a hat is General von Shurber. Give him credit; he's not afraid to join in the firefight. He's a tough bird and does some serious damage with a pistol. Paste him to the wall like all the rest to clear the first objective.



Fig. 28-5. There's a hornet's nest of Nazis at the end of this hall. The guy with a hat on is your primary target, but clear out his minions as well.

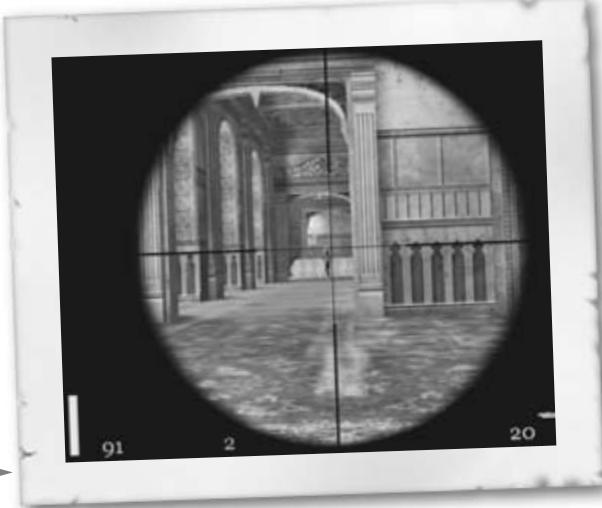


Fig. 28-6. Peer down at the many Nazis on the landing. It's like a shooting gallery.

Objective: Locate Rear Exit of the Chateau

With the general dead, it's time to get the heck out of here. Go back to the balcony and jump to the ledge again. This time, climb the ladder to the roof. Have a gun handy, because you most likely find an angry, heavily armed Nazi or two.

When the roof is clear, check out the skylight closest to the ladder. Arm the Mauser and snipe at the goons down below (figure 28-6). Wipe out as many of them as possible (it makes your life easier later on), then move on to the second skylight.

This skylight looks down on the tall shelves of a library. Smash some windows in the skylight and drop down to a set of shelves. If you land on top rather than fall all the way to the floor, you won't sustain any damage.

Move to the landing next to the library that surrounds another grand staircase. There likely are more soldiers and Elite Guards to deal with. You're good at that by now, so show them your skills. When the last one falls, move to the fireplace on the landing.

Step back out of the fireplace and climb down the staircase. The double doors on the landing lead to places you've already been.

When you reach the bottom, step near the double doors and they explode in a shower of splinters. It's a fine example of what a Panzerfaust can do in the hands of an enemy. Duck to one side or the other to get out of the line of fire and take stock of your situation.

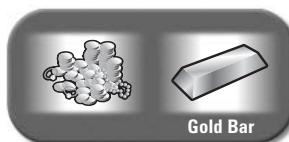


Secret Area



Fig. 28-7. Moving fireplace? That's the oldest trick in the book. Effective, though.

Check out the fireplace tools on the right side. Examine the poker to activate it, sending the fireplace to one side and revealing a secret room (figure 28-7). A quartet of Gold Bars awaits you.



TIP

The big danger is the Panzerfaust. Luckily, the rockets fly pretty slow, so you have time to dodge when they're fired at you. Concentrate on the soldier with that big gun and quickly put him down.



Fig. 28-8. They may be out to kill you, but you've got to admire their sturdy tables.

Three foes are at the end of the hall. Two of them are behind an overturned table and one of those two has a Panzerfaust. Use the Mauser with scope and crouch. Creep out, tag one of the guys behind the table, then scurry back to cover (figure 28-8). Repeat until all lie prone, ready to take a dirt nap.

Run past the hall to the left and into the room with the overturned table. Grab yourself a shiny new Panzerfaust. There are also a couple of Hot Meals if you're feeling peckish. Eat quickly, though; another contingent of Nazis is coming down the hall you passed. Get behind the table and plink away at them as they turn the corner.

Go down the short hall where the last group of enemies originated and you see a door ahead of you. Stroll out the exit as the theme music blares.



Part 4: Unhallowed Ground

Mission Briefing

NO NEW INFORMATION AT THIS TIME

The "anointing" ceremony for the Super Soldiers is reported to be taking place somewhere on the grounds of the chateau. According to the Operation: Resurrection project book recovered from the "X-Labs," the three Super Soldiers are to be "anointed" by Marianna Blavatsky whereby they will be transformed into "Dark Knights." According to the project book, the presence of these "Dark Knights" is necessary for the final phase of their plan to raise Heinrich I from his thousand-year-old burial site.

You must, if possible, stop the ceremony before it begins and destroy the Super Soldiers before their transformation. If their transformation does take place, there will be no way of judging how much more powerful they will be, or if it will even be possible to stop them. Also, there will still be a number of SS Paranormal Operatives in the chateau; ensure that you eliminate them.

Objectives

1. Locate Site of "Anointing Ceremony."
2. Destroy all Super Soldiers.



Secret Areas: 1



Treasure Items: 9

Fig. 29-1. Peek-a-boo. Surprise these cronies with a quick fusillade, then dive for cover behind that truck to your right.

Objective: Locate Site of "Anointing Ceremony"

Madame Blavatsky has begun the ceremony. Three of the Super Soldiers stand ready to become vessels for Heinrich I's Dark Knights. An Elite Guard warns off the common soldiers from paying too much attention to the ceremony. It doesn't sound like a good time. Let's see if you can get to the site in time to put a stop to things.

Get ready to throw down the lead spray as soon as you open the door. Three soldiers are out there, and they want to stop you. Use the trucks and boxes for cover as you play hide-and-shoot with them (figure 29-1). You only have a second or two after you open the door before they notice you, so use it to move into the courtyard and behind something solid.

Once the yard is clear, jump into the bed of the truck to pick up a couple of Small First Aid Kits and an Armored Helmet. Then open the squeaky iron gate and head to your right.

The Snooper Rifle is going to be your best friend for this segment, not so much for eliminating enemies as for spotting them. In the murky gloom of the dark, the night scope illuminates a greater distance than the Mauser's scope. Use it to scope ahead, finding where enemies are located.

Go to your right out the gate and use the scope to find the pair of soldiers at a guardhouse. Switch to the Mauser and creep in a little closer, until you see them in the Mauser scope. Blast them with the Mauser and then search the guardhouse for a couple of Tesla cells. This way doesn't go any farther, so about-face and go back.

Pass the gate to the courtyard and find a ruined wall at the hairpin turn on the road. Snuggle close to the wall and use the Snooper's scope to look up and to your right at the wall on the slope across the way. Locate the left-most point of the wall up there, where a tree stands. With the Snooper pinpoint the shapely form of an Elite Guard (figure 29-2). Use one of your precious Snooper bullets to throw her to the ground.



TIP

There are 15 enemies (not counting the three in the courtyard or the Super Soldiers near the end) in the dark and murky part of this level. You need the Snooper for five of them; it makes things much easier. So save five bullets for them (we point out who they are). Remember that the Snooper's scope won't work if you're out of ammo, so always keep one in reserve.



Fig. 29-2. There she is, in the many shades of night-vision green. Send her a message that is silent and deadly.

Now run toward the wall on which the Elite Guard sniper was posted. Notice a wooden door at the base of it, up a grassy slope. Before you reach it, another Nazi vixen opens fire with a Sten from a small graveyard. At this distance her gun isn't very accurate. Turn and snipe her with the Mauser. Two shots and she's out for the count.

The wooden door is locked, so continue following the wall. Another of von Bulow's guards begins firing. The Mauser is again the best choice for this threat. When she's on the decomposition trail, cross over to the small graveyard and switch to the Snooper. Crouch, bring up the night scope on full magnification, and move toward the stone house on the slope. To the left of the house, down the slope and farther along the road, is a ruined wall. There's a sniper next to it. Sweep the scope along the wall to find him. If he doesn't appear, take a few more steps forward. As soon as you find him, say hello with the second Snooper bullet you expend in this segment (figure 29-3).

Now change to the Sten and circle around the back of the house. You find yet another Elite Guard. Ruin her night with a burst from the Sten.

With her out of the way, search the house at leisure. You find two Medium First Aid Kits, a Large First Aid Kit, and a bag of Grenades: not bad.

The ruined wall at the second hairpin turn hides a First Aid Kit, but if you don't need it, go straight out the door of the house, down a slope to the road. Cross the road and hike up another slope. Halt on top of the small hill with another set of gravestones on it.

Quietly move to your left and find the ruined remains of a stone house. Go to the left side and find the remains of a window frame. Peek inside to see an Elite Guard, oblivious to your presence. Use the Sten and she won't know what hit her, then continue along the wall to the next corner. A bolt of lightning smashes into the house, but don't worry, you'll be fine.

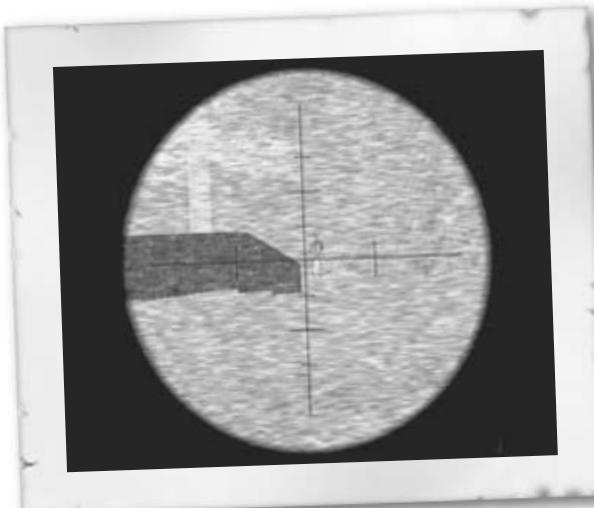
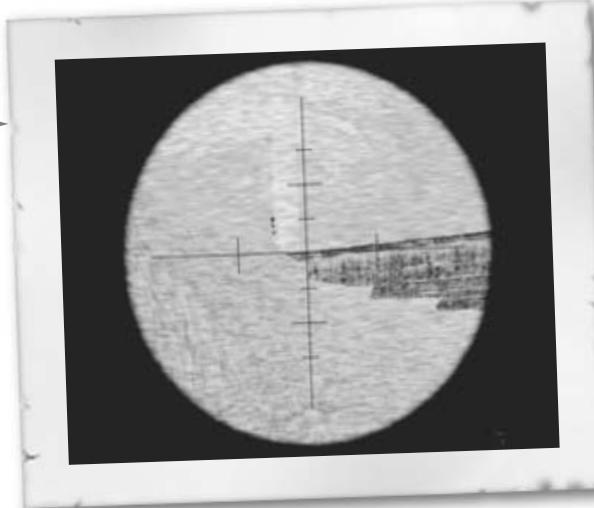


Fig. 29-3. Another nasty little sniper hides in the shadows. Aim and fire, soldier.

NOTE
You can get close enough to use the Mauser unseen, but more than likely you take a hit and alert the next guard. The Snooper is the finesse weapon.

Fig. 29-4. This lady is fond of high places and deep foliage. She's a hard one to spot, so look for motion or her shapely figure amongst the leaves.

Bring up the Snooper and stop after you turn the corner. The body of the first Elite Guard you shot is lying next to a tree on your left. A couple dozen yards away and almost in line with that nearby tree is another tree. Bring up the Snooper's scope and focus in on that farther tree. About halfway up is a platform with an Elite Guard on it (figure 29-4). She's got a Mauser, a scope, and a desire to see you dead. Use Snooper bullet number three to put an end to her plans.

Creep out a little bit and then look to the right of the platform tree with the Snooper scope. There's a brick gateway with a machine-gun nest between its pillars. Two Nazi women wait there for you. You see them first, so tag them with the fourth and fifth Snooper bullets you saved for the occasion. Now go around and into the ruined house you've been using for cover.

The road sweeps to the right as you near the brick gateway. Follow it and a truck appears in the mist. Two more Elite Guards (the last for this area) are next to the truck, guarding something. Kill them, then jump into the truck bed to grab some loot: an Armored Helmet, three Small First Aid Kits, and some 9mm ammo.

Beyond the truck is a stone arch. Prepare yourself: After you pass through the arch, it collapses, sealing you in the next area. Got everything you need? Good. Saunter through, then.



Secret Area

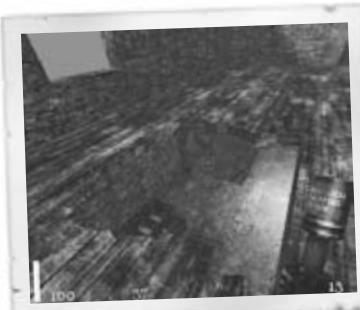
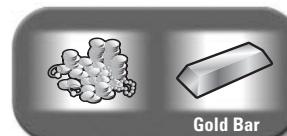


Fig. 29-5. Here is where the gaps in the floorboards are. Notice we've already removed a bunch of them.

In the area with the fireplace, right near the remains of a window frame, there is a gap in the floorboards (figure 29-5). Shoot or kick them until the gap is big enough to jump through (dropping a Grenade down there also works). Drop down and collect the Armored Helmet, 7.92mm rounds, three First Aid Kits, and the 9 Gold Bars.



Now find the wooden door (it's the one under the wall that was previously locked) and open it up. Two Elite Guards show up to hassle you. Make short work of them and then backtrack to the ruined house where you dropped into this Secret Area.



Fig. 29-6. This is where that first big guy starts out. He's hiding but he's not afraid of you. Flush him out when you're ready.



Objective: Destroy all Super Soldiers

All right, you found the site of the anointing, but it looks like you're too late to stop it. Quick save right now; you'll be sorry if you don't.

The area consists of a square stone platform with several half-tipped columns along each edge. No one's around, but they left a lot of stuff. To the right of the stone platform as you enter, are four large First Aid Kits and three Armored Helmets. To the left is a ton or ordnance: Panzerfaust rockets, lots of MP-40s and 9mm ammo, Tesla cells, a bundle of Dynamite, and Paratroop Rifles.

What a collection; you'll need it. A Super Soldier is hanging out behind one of the pillars (figure 29-6). He's not happy to see you. Load up and buckle down for a terrible fight.

The first Super Soldier is armed with a Venom gun and a Panzerfaust; both are deadly. He fires fast, but he can't move very well. Use that to your advantage. There are several ways to deal with this trumped up tin-man.

If you like in-fighting, rush up, keeping a pillar between the two of you. That brings you in close, making him an easier target. It makes you an easier target as well, but you're nimble and fast like a rabbit, right? So, get him circling the pillar after you in a clockwise direction. Direction is important because the Super Soldier's right arm is his weapon arm. If he comes around the pillar clockwise, you see most of his body before his weapon is clear. In short, you can fire at him before he can fire at you. Start with a Panzerfaust to soften him up. If you're short on rockets, go to the ammo boxes and pick some up. After you hit him with five or six, switch to the Venom gun.

Circle-strafe the big guy and keep a steady stream of bullets focused on him (figure 29-7). Within a few seconds you hear the tortured whining of broken gears, and the Super Soldier is a pile of flesh and junk.

Fig. 29-7. He's not looking so good, is he? Damaging the Super Soldier slows him down considerably, and that makes your life a little easier.



There are a few catches, however. First, when the Super Soldier switches to the Panzerfaust, you must keep that pillar between you and you need to be a bit farther away to avoid splash damage from the explosion. Second, when you circle-strafe, it's likely that you'll take damage from the creep's Venom. If you really pounded him with your own Panzerfaust, however, it won't take long to tear him up. You need Venom ammo for the next surprise.

The final catch; after you hit the first Super Soldier enough to make him weak and shaky, the second Super Soldier shows up to add to the difficulty.

When that second metal jerk busts in, don't panic. He's armed with a Tesla gun, a Panzerfaust, and a Venom. The Tesla has an incredibly long range and is very destructive. What you must do, though, is ignore him at first and pound the first Soldier to scrap before dealing with Mr. Sparky. Better to have one target than split your attention between two. Don't be dumb, however; if you're right in the second guy's line of fire, move to a safer location (figure 29-8).

When the first goes down, employ bolder tactics against the second. The best defense against the Tesla is to be behind the guy. So, to end it quickly, circle-strafe with the Venom gun like you've never circle-strafed before. As long as his back is to you, you're safe from the Tesla (and all his other weapons). Be careful, though, this thing is canny and switches directions now and again. If you don't catch it, you end up right in front of him.

If you need supplies, maneuver so the enemy doesn't have a clear field of fire when you run for it. Nothing gets you killed faster than letting a Super Soldier have an extended open shot at you. Use cover; there's lots of it.

Fig. 29-8. Those blue bolts from the Tesla gun push you around and sap your health. Get to cover as soon as you feel the first tingle.

TIP

Remember to sprint from place to place, minimizing the time spent out in the open.

So, a determined circle-strafe run with the Venom junks that metal monstrosity in short order. Catch your breath and congratulate yourself.

All right, that's for those of you who love the challenge of going toe-to-toe with psychotic Nazi cyborgs. There's another way that is much easier on Blazkowicz's much-abused body.

As soon as you arrive to the anointing sight, run to the ammo supply area on the left. Get behind the large boxes with MP-40s on them. Set up near the corner closest to the Super Soldier (who is behind a pillar), keeping the box between the two of you. You see the big guy looking around for you (figure 29-9).





Fig. 29-9. This is a nice set-up. You take shots from relative safety behind these boxes. Don't get complacent, though; if you get flushed out you take massive damage.

Bring the Mauser up, scope in on the Nazi creature, and start sniping. All you need to do to avoid return fire is duck. In fact, if he switches to his Panzerfaust, it's likely that the rockets harmlessly hit the box, allowing you to stay upright and keep firing.

If he moves to the opposite side of the pillar, move to the other corner of the stack of boxes to get an angle on him. A few clips' worth of Mauser slugs and he collapses in a broken heap.

That leaves Mr. Sparky to deal with. If he uses the Panzerfaust or Venom, use the duck-and-shoot method. Pop up to squeeze off a round and then duck back to cover. However, if he uses the Tesla gun, you get tagged every time you come up for air. You can't win that war of attrition.

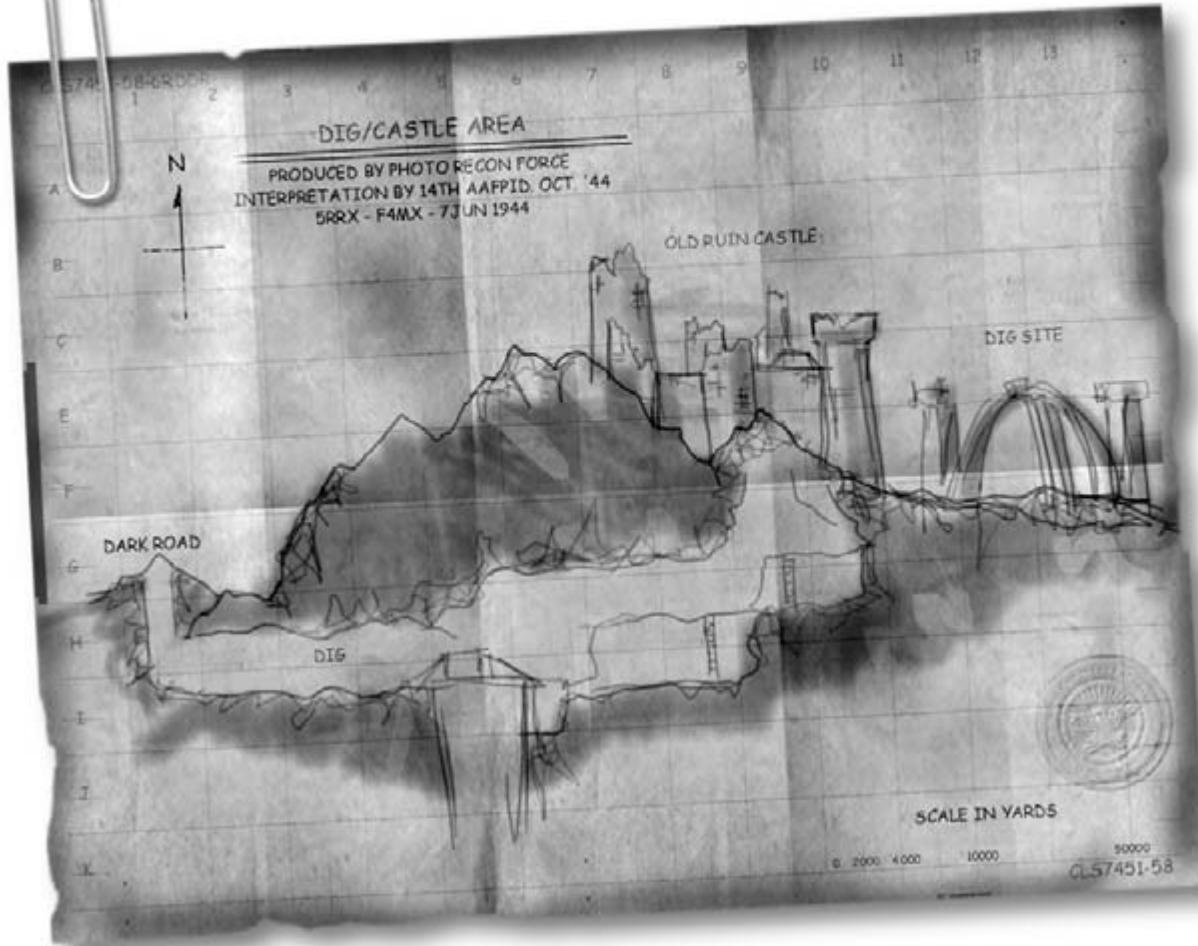
Our suggestion? Go for broke. Fire up the Venom and circle-strafe up close (figure 29-10). You need a steady hand, but the Venom's enormous rate of fire punches through the Super Soldier's armor in a minute. And, because you took little or no damage from the first guy, there are four Large First Aid Kits to help you out when the second monster is toast.

It may take a few quick loads to find out which strategy works best for your style. After a few runs, though, you have it down.

After the two clanking beasts are shot to pieces, fill up on ammo and health. A stone plate that smashed in the middle of the anointing area reveals a square hole. Jump down to move on to the next phase. Good job so far, Blazkowicz.

Fig. 29-10. Getting this close is a hairy situation. Wait until he's out in the open so you won't get hung up as you circle-strafe.





RETURN TO CASTLE

Wolfenstein™

Mission 7

Mission 7-Part 1



Secret Areas: 2



Treasure Items: 3

Mission 7—Operation Resurrection



Part 1: The Dig

Objectives

1. Pursue SS Paranormal Division Operatives through the dig site.
2. Locate alternate entrance to Castle Wolfenstein.

Mission Briefing

We have virtually no information for you at this time regarding your mission. You are in uncharted territory, so it will be up to you to determine the best possible course of action. If you were unable to disrupt the ceremony and prevent the Proto-Soldiers from being transformed into "Dark Knights," then you will ultimately have to stop Blavatsky and the resurrection ritual. How you accomplish this task must be left up to you.

The fate of the free world now rests on your shoulders, Agent Blazkowicz. Failure is not an option.

Objective: Pursue SS Paranormal Division Operatives through the Dig Site

You knew that being an OSA agent meant working underground, but this is getting ridiculous. You can take the time to stealth this one, but more than likely things degenerate into a noisy firefight. The plus is that there are few heavy concentrations of enemies. The minus is that there are a lot of tough SS soldiers and a couple of Proto-Soldiers to deal with.

At the start, step forward to notice the small, barred arch ahead. Two guards are beyond it, so arm the Sten and quietly spatter them around the small room. Mosey up to the bars and bust through with kicks or bullets.

Inside the tiny room is a First Aid Kit and a door. Slide through to the next area. Another two guards wait in the tunnel. Kill them and examine the iron bridge across a cavern—those bridge arches look like a footpath.



Secret Area

Run up the arch to the right. When you reach the top, turn to the wall at your right and find the small stone ledge (figure 30-1). Jump to it and duck into the small cave for some loot.



Fig. 30-1. It's dark and hard to see. Look for the whitish smear of cobwebs in the wall. That's the opening of the small cave with loot inside.



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Jump back to the bridge and continue on your way. Past the bridge is a nook to your right with 9mm ammo, a Panzerfaust rocket, and a First Aid Kit. Move farther along to find a stack of boxes. Arm the Mauser, crouch, and peek through a gap in the stack.

Across the way stands a Proto-Soldier. Repeat your previous tactics against the Proto-Soldiers: Stand and fire a round at the metal behemoth, and then duck back to cover when he shoots back (figure 30-2). With luck, you put him down without taking any damage. Without luck, you get chased out of your cover and have to use the Venom on his bulky brass butt.

----->
Fig. 30-2. Think of this stack of boxes as your fort. It's not very big, but it does the job. Stay safe as you make quick hits on the enemy.

NOTE

Feel free to use the Panzerfaust. You soon find replacement rockets for the launcher.

Watch for a guard who comes out of the cave across the gap. When he shows up, pop him with whatever comes to hand, and then refocus your attention on the Proto-Soldier. When they're both off to the sweet hereafter, find the First Aid Kit in a small stack of boxes to your left and then cross the narrow stone bridge.

Follow the path where you first saw the Proto-Soldier. Three Nazis wait at the end. Plug 'em and then turn around. There is a door at the end of the path, but it's locked. Return to the cave that the guard came out of near the Proto-Soldier. The door in there is unlocked, so use it. Be careful, though; another guard is right on the other side.

Whack the Nazi and drop down the hole in the floor. You splash down in a pool of water. Switch to the Mauser and clamber out. Farther along are a couple of guards. Scope in on them and snipe away (figure 30-3). They're weak; one shot puts them out. The boxes near them hide a First Aid Kit if you need it.



↑ **Fig. 30-3. These two spook easily if they spot you. When your feet are still in the water use the Mauser to make short work of them. It keeps them out of your hair later.**



Walk to the next bend in the path, where a torch is stuck in the ground. From there you see a Flamethrower soldier. Use the Mauser and aim for his head so you kill him before he gets within barbecue range of you. If he charges, backpedal and switch to something speedier, like the Sten.

Just past the Flamethrower guy, another pair of SS soldiers stand fast. Stitch a calling card into their uniforms with a machine gun, and move ahead to a large cavern. Stock up with some Grenades, a Tesla cell, Panzerfaust rockets, and a couple of First Aid Kits. This is also a good place to quick save.

The next obstacle consists of a ladder, a chain link fence, and a Proto-Soldier. Add in a few Nazis with itchy trigger fingers, and it seems like a daunting task. There are a few solutions, we show you two.

The first method utilizes the secret that a chain link fence is made of a lot of holes—big enough for a bullet to pass through. Get to the ladder and climb to the point where the rock wall ends and meets the chain link fence. Position yourself to just peek over the rock wall (figure 30-4). A Proto-Soldier stands ready to shoot at you. Instead of climbing back down, simply duck below the lip of the rock wall.

Fig. 30-4. Look through the fence to notice that the lip of the rock wall is about halfway up the screen. When you duck, the rock fully shields you from enemy fire.

Arm yourself with the Mauser, bring up the scope, pop up and fire rounds at the Proto-Soldier through the fence. This one isn't so tough and screeches to a halt after a few shots. Make sure you see bits of him flying off with each hit; otherwise, your bullets aren't hitting him. Re-adjust on the ladder and try again. Move up and down the ladder and pick off any other guards you see, as well.

The second method is to arm the Panzerfaust, climb to the top of (but not over) the ladder, and unload a rocket on the Proto-Soldier. If you're positioned correctly, ducking places the platform at the top of the ladder between you and the enemy's bullets. Fire a couple more rockets, and the titan falls. Then go down the ladder and replenish your rocket supply and any health you may have lost. Don't forget, the ladder platform is a good place from which to snipe any other resistance you see.

After the Proto-Soldier is disassembled, you have two regular soldiers and a Flamethrower guard to worry about. As always, keep your distance from the human Zippo and pop them from the ladder platform before jumping down into their area.

Once off the platform, to your left is a ladder and to the right is a path. Follow the path first. It forks where boards cover a crack in the floor and a First Aid Kit hangs from a beam.



The right fork just leads to the locked door you saw earlier, so skip it. Arm the Mauser again and peer to the left. A Nazi soldier patiently waits his turn on the Blazkowicz high-powered lead slug ride. Blast him (figure 30-5).

Fig. 30-5. Poor sod won't know what killed him. Still, it keeps him from trying to kill you.

Stick to the right-hand wall of the path and proceed until you see another guard to the left. Give him a haircut with a couple of Mauser bullets, then switch to the Flamethrower.

A bit further on is a nook in the right side of the path. Close in on it—you see a stack of boxes in the alcove—then jump out as you shower it, and the hiding guard, with liquid fire. When he's cooked, head back to the ladder you passed up near the start of this path.

By killing all the guards, you've ensured a hassle-free climb up two ladders. At the top of the second, limber up your trusty Mauser and immediately look left, past a stack of boxes, for another flamethrowing German. Loudly knock on his helmet with a few bullets. Pick up the Large First Aid Kit next to the boxes if you're bleeding, and then creep along the path where he was standing.

Stop at the small cave-in. Just past where the rocks fell, use your scope to see another Proto-Soldier across the way. He charges at you. Stay put and fire as many shots with the Mauser as you can. When he gets too close for comfort, switch to the Panzerfaust or Venom to finish him off.

Don't rush up to him; three Nazis wait in dark corners to wash you down with lead if you emerge from the tunnel path. Deal with metal man first.

As mentioned, three soldiers wait beyond the Proto-Soldier: one to the left, one to the right, and one far back to the right. The Proto-Soldier's charge may stir them up, but if not, hug the left wall and ease forward to deal with the front guy on the right. Then move to the other wall and blast the Nazi on the left. From there, head to the back of the area and take out the last soldier.

Back where the third German crouched is a boarded-up archway. Shoot or kick the boards away, or simply shoot the oil drum next to the arch (figure 30-7). The explosion clears the way.



NOTE

Try this—it can be fun or it can be deadly. When the Proto-Soldier starts across the bridge toward you, take a few steps closer. This may lure the hidden soldiers to jump out...right into the Proto-Soldier's line of fire (figure 30-6)! Turning your enemies against each other is really satisfying, but it can backfire, so play safe.



Fig. 30-6. Here's a scene of poor gun handling. These guys need a few more safety courses before they go shooting again.

Then move to the other wall and blast the Nazi on the left. From there, head to the back of the area and take out the last soldier.



Fig. 30-7. Quick and easy. Oil makes for a simpler life. Better living through violent explosions.

Objective: Locate Alternate Entrance to Castle Wolfenstein

Step through the arch and you see a stone door. That looks promising. Open it up and glide into the next room. Look to your right. There's another oil drum.



Secret Area



Fig. 30-8. Another oil drum, another explosion, and a shiny Silver Skull as your reward.

Move away from the oil drum before you shoot at it. Take a few steps back and then unload until it explodes (figure 30-8). The force of the blast knocks a hole in the wall. Duck inside to find a fine piece of treasure.



Examine the big hole in the floor. A wooden beam forms a ramp to the lower area. Jump to the beam and then down to the floor. Navigate around some rubble, take a right, and you see a wall with a large crack in it. Head toward it to end this segment.



Part 2: Return to Castle Wolfenstein



Secret Areas: 2



Treasure Items: 7

Objectives

1. Locate the entrance to the main dig site.

Mission Briefing

NO NEW INFORMATION AT THIS TIME

We have virtually no information for you at this time regarding your mission. You are in uncharted territory, so it will be up to you to determine the best possible course of action. If you were unable to disrupt the ceremony and prevent the Super Soldiers from being transformed into "Dark Knights," then you will ultimately have to stop Blavatsky and the resurrection ritual. How you accomplish this task must be left up to you.

The fate of the free world now rests on your shoulders, Agent Blazkowicz. Failure is not an option.

Objective: Locate the Entrance to the Main Dig Site

Through rubble and ruin, cave and catacomb, our intrepid agent Blazkowicz hurriedly searches for the secret location where the evil, psychotic Nazis attempt to dig up a violent and preternatural creature. Whew! If you arrive too late, you have to fight a thing that is rumored to be indestructible. Better hop to it, Agent.

You begin in front of a badly cracked wall. Kick it down to reveal a creepy old room with no usable exits. Arm yourself with the Flamethrower and get ready to roast. A quartet of zombies rises from the earth. Ignite them with a stream of fire (figure 31-1). Keep moving to avoid any attacks as they burn. As soon as each one falls, run over and kick it to scatter its bones.

Fig. 31-1. Dry wrappings and brittle bones make for an effective torch. Remember to kick them when they're down.

NOTE

The undead are highly susceptible to fire.
With that enormous lighter strapped to your back,
your job is a snap.





Fig. 31-2. Treasures like these nicely supplement your low government pay.

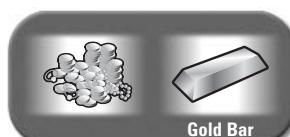
When all four zombies are shattered, an ominous pounding comes from a wooden door set in the middle of one wall. The door flies open admitting three zombies. A stream of fire ignites the beasties. When they're flaming, avoid their attacks and wait for them to fall. Easy.

Move into the room the zombies emerged from and check out the square switch on the far wall. Press it, and a gate in the other room (facing the wooden door the zombies smashed) rises. Pick up the two Chalices on ledges in this room (figure 31-2).



Grabbing the treasure triggers a zombie to rise. Torch him and head for the newly opened gate.

Through the gate another pair of zombies crawl out of their tombs. Flame them before they get too feisty, then crack the seals on the other tombs to find a single, shiny Gold Bar.



Crouch back out from under the stairs and then go up them. Disturbing sounds emanate from the wooden door at the top. Punch through and incinerate the zombie to your right. Let him burn out, then barbecue the pair of zombies eating a corpse. Icky.

After they're gone, pick up the two First Aid Kits and the Armored Helmet from the table. Near the masticated body are Grenades, 7.92mm ammo, a Tesla cell, and a lot of 9mm bullets. Stock up, then exit through the open door and up the spiral stairs.



Fig. 31-3. A quick kick and then a crouch gets you into the Secret Area here.

Up a short set of steps is a stone staircase along a wall. Under the stairs is a set of iron bars with a skeleton behind it (figure 31-3). Kick the bars away and crouch into the alcove under the stairs to find defiled coffins and a trio of Gold Bars.





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MISSION 7-Part 2

Fig. 31-4. Zombies are just generally disgusting. Burning them to the ground is the best way to deal with them.

More zombies stink up this communications room (figure 31-4). You can't help the Nazi, but use the Flamethrower to help yourself. After the smoke clears, pick up or note the location of the First Aid Kit. Snap on the Flak Jacket and scoop up a Paratroop Rifle. Smash the radio gear for fun and then arm yourself with a Paratroop Rifle.

Kick open the door and immediately aim to the right. Two Paratroopers exchange fire with you. If you're overwhelmed, retreat into the communications room and wait for them to come in. Put them on the extreme weight loss program known as decomposition.

Look over the edge of the walkway and spot the Paratrooper in the courtyard below (figure 31-5). Depending on your timing, he is either alone or battling a zombie. Either way, blast him, then move around to the other wooden door.

An Elite Guard pops out as you approach, so stay ready and eliminate her. Go into the room with the wooden platform looking down to the first floor. Navigate the platform to the set of spiral stairs leading down.

NOTE

For those of you into detail, check out the Elite Guard's uniform after she croaks (or any soldier for that matter). The development team has really gone to great lengths. The uniforms are dirtied and torn, hinting that the Nazis are somewhat overwhelmed by the situation they've gotten themselves into.



TIP

After this, your enemies are mostly human. The Flamethrower is not as effective on them because they continue shooting while the flame catches and spreads along their clothes. So, stick to the lead projectiles unless you have a pyro fetish.



Fig. 31-5. Having the high ground makes your life easier.



Fig. 31-6. It's not a wedding, nor a mass, so it must be a funeral. Add to the body count from behind the last row of pews.

If you quickly killed the Paratrooper in the courtyard, a zombie waits on the stairs here. Work your way down and enter the next room. Another pair of Paratroopers bursts through the other door. Engage them close up or backpedal to the staircase and fight from cover. Afterward, pick up the Medium First Aid Kit and go out the door they came through.

You are in a courtyard with the bust of a bearded monk in the center. The other single door leads to a room you've already been through, so set your sights on the double doors down a short tunnel.

Open the doors and scoot to one side or the other. This church hides a threesome of Nazis behind the altar who shoot at a zombie shuffling up the aisle (figure 31-6). They make short work of the undead, so scope in with your Paratrooper Rifle and fire at the Germans. When they're gone, run up to the altar.

To your left as you pass the pews is an alcove with a pair of Elite Guards inside. Pass them by and get to the altar. From there, blast the Guards as they come out. Collect the three Medium First Aid Kits if needed, then go up the stairs next to the altar.

Follow the hall past the locked door on your right and around the corner to another door. Equip a scoped weapon. When you open the door, one soldier is across the way, directly in front of you, and another is to your left, on the walkway the door opens onto (figure 31-7). Target the one to your left first, because he uses the rapid-fire Paratroop Rifle.

When the coast is clear, turn to your right and go out the door. Stop before you cross in front of the boarded-up window. A soldier lurks inside, waiting for you to walk into his sights. Either toss a Grenade in or use the Flamethrower from an angle so he can't fire back. When you hear him go, stroll on to the broken section of the walkway.



Fig. 31-7. This is a deadly crossfire from two enemies with scoped weapons. Once you know where they are, pop one, duck back for a moment to adjust your aim, and then nail the other.

Secret Area



Fig. 31-8. The beam to the right, against the stone wall, is your road to riches. Run up it and bust into the secret storeroom.

Hop onto the beam slanting down to the walkway from the roof and traverse to a crawlspace (figure 31-8). Find and break through a rotten wood panel, and then go through the broken stone wall. Drop down the hole in the planks to end up in the room you just cleared of Nazis. There is a ton of ammo and supplies: Venom ammo, Grenades, 9mm slugs, 7.92mm ammo, a Tesla cell, .45 bullets, and a Medium and a Large First Aid Kit. Load up, then exit through the door and backtrack to the walkway.

Return to the beam that you crossed to find the secret room. This time, drop down the hole in the walkway. A Paratrooper waits, so have a fast and deadly gun ready.

As soon as he goes down, a door opens on the other side of the courtyard. Behind it are two more Paratroopers and an Elite Guard. Dispose of them (figure 31-9). Then, go through the door they opened and turn right to find stairs leading up.

An Elite Guard waits with her friend, a Paratrooper. After they fall to your firearm prowess, collect a Large and a Medium First Aid Kit if you need a refresher.

Fig. 31-9. Race over to the door the three baddies come out of. They are easier to dispose of choked up in the door, than if they're running around the courtyard.

Push on to a wooden platform with a ladder leading down. Switch to the Flamethrower and torch the guard at the bottom of the ladder. Step back after you ignite him so he can't shoot you.

Climb down and either toss a Grenade into the next room, or use the Flamethrower to flush out the hidden Paratrooper. When he's gone, go into his room and pull the big lever to open the big double doors in the courtyard.

Backtrack to the courtyard with the statue of a knight (figure 31-10). Go through the double doors. You're on your way to the final confrontation.



Fig. 31-10. With these doors open, you're only a few steps from the last battle. Are you ready?



Part 3: Heinrich



Secret Areas: 0



Treasure Items: 0

Objectives

1. *Destroy Heinrich I*

Mission Briefing

NO NEW INFORMATION AT THIS TIME

We have virtually no information for you at this time regarding your mission. You are in uncharted territory, so it will be up to you to determine the best possible course of action. If you were unable to disrupt the ceremony and prevent the Super Soldiers from being transformed into "Dark Knights," then you will ultimately have to stop Blavatsky and the resurrection ritual. How you accomplish this task must be left up to you.

The fate of the free world now rests on your shoulders, Agent Blazkowicz. Failure is not an option.

Objective: Destroy Heinrich I

Marianna Blavatsky looks rather stylish in the SS Paranormal Division's standard issue French-cut bikini, cape, and thigh-high boots. She's also adorned with mystical all-over body tattoos and full of confidence as she chants in the middle of the main dig site (figure 32-1).

Three of the Super Soldiers, imbued with the spirits of Heinrich's Dark Knights, stand ready. As her chant continues, the spirits are ripped from their earthly hosts. The Soldiers transform into large zombies as the Dark Knight spirits fly through the air and plunge into the ground, opening Heinrich's tomb. Heinrich himself rises from the limbo he's been trapped in for so long (figure 32-2).

Fig. 32-1. The woman certainly knows how to dress for an occasion.



**Fig. 32-2. A rugged looking character, isn't he?
Still, we prefer Marianna's attire.**

Heinrich isn't a very grateful man. He immediately smacks Blavatsky down. Her lifeforce is sucked from her body, leaving the beautiful woman as a gnarled zombie. Heinrich is eager to start his conquest, but senses something....

So, now it's down to you, Blazkowicz.

Search a few areas before you face the big guy. In the first room is a Tesla gun, .30 cal. bullets for the Snooper, Grenades, and First Aid Kits. Fill 'er up.

Move to the next chamber, which has a dry well in the center. Once you go down it, though, you can't get back (figure 32-3). First, search the upper portion for weapons. There are 9mm slugs, an entire Venom gun in case you missed getting one, two boxes of Venom ammo (sense a message in all this?), and a can of fuel for the Flamethrower.

In case you haven't clued in, the huge amounts of Venom gear lying around indicate the Venom gun is key to your victory. The Tesla won't get dusty with disuse either. Details to follow.

Fig. 32-3. This is the point of no return. Once you go down, you can't come back. So, don't forget to grab everything you need before taking that first step.

Fully supplied, jump onto the broken ledge of the well and then down to the bottom (you take damage if you leap straight down). You land in another little chamber with a scale model of the main dig site.

Continue on to find a door—the last door you go through in this game. Beyond is a hole that leads to the dig site and Heinrich. Ready? OK, let's move out (figure 32-4).

Fig. 32-4. Ahead lies death or glory. Let's try for glory, all right?





Fig. 32-5. Watch for his summoning pose: a hand rising in the air as he calls the dead from their graves.

Der Uber Meister: Heinrich I

We'd like to interrupt this dramatic walkthrough and take a moment to familiarize you with your nemesis, Heinrich I. Not only is he a huge bruiser from the Dark Ages, but he's also imbued with powers from a dark plane. As such, he fights with both brute strength and mystic powers.

Raising the dead is one of those powers and he wastes no time summoning zombies to harass you. They burst from the ground and poke and prod, distracting your concentration from the main threat. Dealing with them wastes time and ammo. Avoidance is your best bet with those undead pests. One thing to note, however, is that Heinrich takes time to summon more zombies when you destroy the ones walking around. That means he's not using that time to attack you, leaving you with an open shot (figure 32-5).

Fig. 32-6. A mighty big sword wielded by a mighty big man. A single swing shakes rocks from the sky and draws you in.

So, don't specifically target the minor annoyances, but don't hold off from shooting them when convenient.

In addition to the little lackeys, there are the three Dark Knights and the Blavatsky-zombie to contend with. The gruesome foursome are basic undead creatures with spirit attacks, but they have more punch than the run-of-the-mill zombies.

Despite having been buried in the ground for hundreds of years, Heinrich has a certain attraction. When he swipes his sword down to the ground, you are pulled toward him (figure 32-6). This is a setup for two things. One, he attempts to cut you with his blade. Two, the force of the blow causes rocks and debris to fall. If you are beneath the massive stone arches that span the dig site, you take damage from the scree bouncing off your noggin.

The sword swipe is easy to avoid after his attraction attack. When the attraction hits, direct yourself away from Heinrich. When it abates, you pull away, safe from a blow.



Fig. 32-7. This is the extent of your pickups at the main dig site. You bring in enough ammunition, but those First Aid Kits come in handy.

The falling rocks are hard to avoid if you are under the arches. The only sure-fire way to stay safe is to not be under the falling rocks, simple to say, but hard to do. Take heart, though—the rocks aren't too damaging.

The dark lord also attacks directly with his sword if you're near enough. The blow is a nasty one, so keep out of arm's reach when you get near the Teutonic terror.

Heinrich's most devastating power, however, is his spirit attack. The Dark Knights' spirits, drawn from the Super Soldiers' bodies, swing around the battle, waiting for a moment to sweep in and engulf you in a killing blackness. It's the same as Helga von Bulow's spirit attack, only much, much stronger.

It's difficult to dodge the Dark Knights and it's tough to escape the blackness once inside. Your only hope is to sprint and outrun the buggers. Actively try not to be caught; more about this further on.

Finally, a word about your surroundings. When you first enter the arena, there's a stack of boxes to your left. Amongst them are four Large First Aid Kits, a Tesla cell, and a box of Venom ammo (figure 32-7). These are the only pickups out there. It's pretty slim pickings, so stock up beforehand.

We now return you to your regularly scheduled walkthrough: Let's tackle this terrible Teutonic titan.

Arm yourself with the Tesla and charge straight at Heinrich. When you're within spitting distance, start firing and circle-strafing.

Carefully judge and adjust your distance from Heinrich at first. The Super Soldier and Blavatsky zombies surround him. The goal is to circle-strafe, but avoid smacking into the undead around the main target (figure 32-8).

Fig. 32-8. Charge! The brave will survive.

Keep moving as you fire the Tesla. The bolts devastate the zombies, eventually knocking them down, but Heinrich has a lot more where those came from. The Tesla gun is excellent against the crowds of zombies, so simply aim at Heinrich and the bolts wreak havoc on the undead as well.

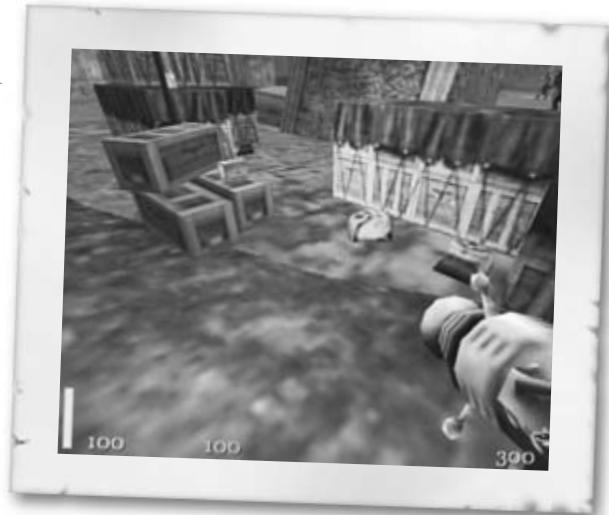




Fig. 32-9. The trusty Venom knocks off a few plates of Heinrich's armor. It's a good gun.

You run out of ammo for the Tesla before Heinrich falls. Empty it, then switch to the Venom. Continue your barrage with that vicious cannon, circle-strafing all the while (figure 32-9).

After several hundred rounds, the Venom overheats. Don't panic; it's normal and we've got a plan. Switch to the Panzerfaust. Unload all of your rockets into Heinrich's armored body. Stop for each shot, to steady your aim, but immediately move after each one to avoid attack (figure 32-10).

The most trouble comes from Heinrich's spirit attack, as mentioned earlier. The Dark Knights' spirits are killers, draining life faster than a German blitzkrieg rolls over the Maginot Line. Oddly enough, circle-strafing around Heinrich keeps you somewhat safe from spirit attacks. When you attack, you tend to pop zombies as well, so Heinrich concentrates on raising more of those fools instead of spirit attacking.

When caught by one of the Dark Knight spirits, sprint to outdistance the harmful darkness. Upon release, immediately check your health and grab a First Aid Kit if needed. When you're healthy, resume circle-strafing Heinrich.

When the Panzerfaust run dry, switch back to the Venom—you reloaded it, right?—and pour bullets into that medieval maniac. Continue circle-strafing as you attack. Whenever you switch weapons, check your health. If you need a boost, torch some undead with the Flamethrower and run to the First Aid Kits when Heinrich is busy replacing the rotten beasts.

A final round of steady Venom fire and Heinrich is howling in pain (figure 32-11). He throws his head back, bellows his defiance to the heavens, and then goes off like a firecracker.



↑ Fig. 32-10. Don't stand too close with the Panzerfaust. Splash damage is a pain.

Fig. 32-11. Heinrich isn't keeping anything in.
Let him scream, his time is done.

Alternatives to this strategy exist: Use different patterns of weapons other than the one suggested above. One example is a combination of Panzerfaust and Flamethrower. It won't seem like the flames are harming Heinrich, but he feels it (figure 32-12).

Throwing Grenades or Dynamite into the mix is effective but tricky. Heinrich is in motion, and may simply walk away from the explosives.

Our final advice is this: circle-strafe, circle-strafe, circle-strafe.

Fig. 32-12. The Flamethrower does damage the Hun, but keep the stream focused on him for best results.

The Finale

Heinrich I is blown to bloody pieces, and thanks to you, the SS Paranormal Division is reduced to a few corporals with a Ouija board, Herr Himmler must admit defeat. He is not pleased.

Your superiors at the OSA, however, are very pleased. The Director wants to reward you, but due to the secret nature of your work, he is unable to oblige. No worries, though. You get some time off to relax and enjoy yourself, not to mention all that loot.



Fig. 32-13. Ruining the evil plans of Nazis is the best way to end a day.

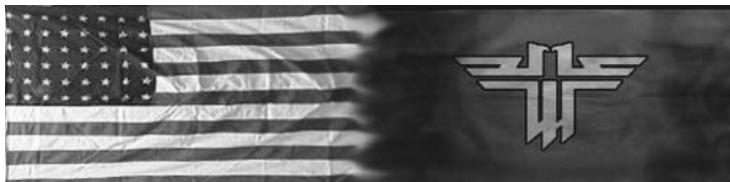
Fig. 32-14. Nothing like an exotic locale to help you unwind.

Fig. 32-15. Life is sweet for Agent B.J. Blazkowicz.



RETURN TO CASTLE
WolfensteinTM

Multplayer



Multiplayer

Basics

The multiplayer portion of *Return To Castle Wolfenstein* tests your single-player skills in environments designed for team-based action. Successful multiplayer teams consist of a mix of players from every class working together to accomplish set goals.

Let's break down that last sentence. First, you play this game to win. This is war, and there is no joy in getting the crap kicked out of you.

So, how do you go about winning? The first ingredient is a well-balanced team. The classes in the multiplayer game are designed to complement one another, and a winning team acknowledges this. Sixteen soldiers armed with Panzerfausts, Flamethrowers, and submachine guns may be able to steamroll an opposing team, but that's difficult to do when they can't get through the door! Throw in an Engineer, and you're good to go. That is, until they get to the objective and realize they're out of ammo. Now you have a team of knife-wielding sitting ducks. However, add a Medic and a Lieutenant to the mix, and you're better off. So, experiment until you find the balance that best suits your style of play.

So you've found the magic mix and you have the right combination to wreak havoc on the opposing team. But when the buzzer sounds and the game begins, it's every person for him- or herself. A few of your soldiers made it up the beach, but they are stuck at the wall waiting for the Engineer to blow the door. Problem is, he is being sniped every time he spawns, and while the soldiers are cursing at the Engineer, an opposing Lieutenant calls an air strike and annihilates the whole confused lot. What's missing? Team work.

If no one can advance until the Engineer completes his task, then the soldiers should make it their mission to escort him to the objective. If they are facing sniper fire, a well-placed rocket solves that problem. Heavy resistance can be cut down with an artillery bombardment while Medics are healing and reviving fallen comrades. Team work is the cornerstone that holds even the weakest team together. Be a team player or be on a losing team.

Lastly, know the objectives and what they entail. If you are new to the map and are unsure of your surroundings, read the objectives for clues. By having a course of action, you can easily find your place. For example, if you are on defense, grab a Venom and take up a defensive position. On the other hand, if you are on the offensive, pick a Medic and heal the front line until you learn your way around. Knowing the objectives will make you a valuable member of your team.

Successful multiplayer teams consist of a mix of players from every class working together to accomplish set goals. Learn it, live it, and go shove it up the other team's foxhole.



Character Overviews

Soldier

The grunt of the litter. The soldier is a specialist in all types of armament, and as such, he has his choice of any available weapon.

He should always be in the thick of the fray, whether taking a strategic location or defending a crucial objective. In addition to having access to weapons the other classes cannot use, the soldier also starts with the most ammunition (Grenades are the exception).

However, because he is constantly engaging the enemy, his ammo supply, as well as his health, drain rapidly. Therefore, back him up with a Lieutenant and a Medic whenever possible.

Starting Health: 100

Soldier Tactics



Fig. 33-1. Aim for the head. One or two head shots are worth half a clip of body shots.



Fig. 33-2. Learn the hot keys to quickly call for additional ammo or a Medic.



Available Weapons	Starting Ammo
MP-40	96
Thompson	90
Sten	96
Mauser	20
Panzerfaust	4
Venom	500
Flamethrower	150
Grenades	4
Colt (Allied)	32
Luger (Axis)	32



Fig. 33-3. Choose the right weapon for the job. As the only class to carry the big guns, use them for the big jobs, such as guarding the objectives.



Fig. 33-4. Use the Mauser to provide assistance to team members from a distance or to accurately pick off your unsuspecting enemy.



Fig. 33-5. As a soldier, it is your job to protect the Engineer while he performs tasks to complete your team objectives.

Engineer

A specialist in explosives, the Engineer plays a critical role in breaching fortified locations and destroying objectives. The Engineer is the only class able to plant Dynamite.

His usefulness on offense is matched by his defensive capabilities. As easily as he can plant Dynamite, he can diffuse it. This skill is frustrating to the opposing team that spent a lot of time arming that explosive just to watch it fizzle before their eyes. Add to that the dexterity of quickly fixing a broken MG42 and you'll find that oftentimes, the Engineer is the pivotal figure in the outcome of a battle.

The Engineer has no choice when it comes to primary weapons; he starts with either the Thompson or the MP-40, depending on his affiliation. He uses the weapon only for defensive purposes, however, as he prefers demolition to direct confrontation. Besides Dynamite, the Engineer begins with a large number of Grenades, perfect for clearing out a room or destroying a gun emplacement.

The Engineer is defenseless when planting and arming/disarming Dynamite, so he should always have a soldier watch his back when doing so.

Starting Health: 100

Engineer Tactics



Fig. 33-6. The red dots on your compass lead you to obstacles or objectives you can destroy. The larger the dots grow, the closer you are.



Fig. 33-6a. It is the Engineer's job to lay down explosives, usually completing a team's objective.



Available Weapons	Starting Ammo
MP-40 (Axis)	64
Thompson (Ally)	62
Grenades	8
Colt (Ally)	32
Luger (Axis)	32



Fig. 33-7. Dynamite that is planted still needs to be armed (it emits a yellow glow). Switch to the pliers and hold the Attack button while the blue bar extends. When it is armed, it emits a red glow.



Fig. 33-8. If you complete your demolition duty, switch to Grenades and destroy camping enemies and MG42 emplacements.



Fig. 33-9. As an Engineer, you are the only one who can repair a destroyed MG42. Use the pliers as you would to arm Dynamite to fix the broken weapon.



Medic



Available Weapons	Starting Ammo
MP40 (Axis)	32
Thompson (Ally)	30
Grenades	1
Colt (Ally)	32
Luger (Axis)	32
Syringes	10

Dedicated to keeping his men fighting, the Medic is the backbone of any effective team. He is the only character able to heal the wounded or resurrect the fallen, and as such, he alone is responsible for the longevity of the operation. When a Medic spawns, all his teammates gain an additional 10 health points.

He is afforded the least amount of ammunition when he begins and, like the Engineer, has no choice in primary weapons. However, because he should spend his time running to the aid of the fallen or wounded, the Medic should leave confrontations to the other classes. Fortunately, running from a battle serves the Medic well, as he is the only character who can automatically heal himself over time. He is also blessed with the highest health of all the classes.

An adept Medic makes it possible to engage the enemy constantly and leave little time for the opposing force to catch its breath. Protect a Medic at all costs because a healthy Medic is a healthy team.

Starting Health: 123 (self-healing)

Medic Tactics



Fig. 33-10. When a teammate calls for a Medic, an icon appears over his head. If you are far away from him, follow the icon placed on your compass to locate him. The closer you are, the bigger the icon grows.

Fig. 33-11. Drop First Aid Kits to fellow teammates in need. You are never out of First Aid Kits; wait until your power bar refills, then continue the healing! A full power bar yields four Health Packs.



Fig. 33-12. Look for fallen men reaching for the sky screaming for you. They have been disabled and await medical attention to go on.

Fig. 33-13. To revive a fallen man, pull out your syringe and give him a shot. You only have 10 syringes, so choose your revivals to best benefit your team's needs.

Lieutenant

The Lieutenant's skills are many. He is part soldier, part coordinator, and all leader. He can call in a surgical air strike or lay low an entire area with a massive artillery bombardment. The Lieutenant is also the only class that can provide extra ammunition to his troops.

Because of his ability to cause massive destruction, the Lieutenant must always be aware of his troops' positions and movements. Any mistake on his part could cost many good men their lives. For this reason, the Lieutenant is never without his field glasses. Their ability to zoom in on distant targets is an indispensable tool that he should never ignore. A skilled Lieutenant is a master of communication and should be able to quickly issue commands or warn of imminent danger.

Many of the Lieutenant's skills, including his ability to supply ammo, would suggest that he should hang back at a safe distance from danger. While in many cases this may be wise, the Lieutenant is an apt combatant and can hold his own in any struggle. He has the option of choosing among three primary weapons, and aside from that, he must get up close and personal with his target in order to call in an air strike.

The Lieutenant's best friend is a Medic. This pairing enables the Lieutenant to use his own innate combat skills to inflict serious damage on the enemy while never left wanting for ammo and health.

Starting health: 100

Lieutenant Tactics

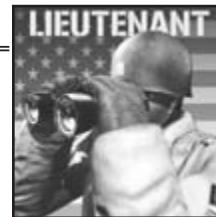


Fig. 33-14. Use your Binoculars to see where you want to place an artillery bombardment. Press fire when you have your target in view. Your power bar must be full to call an artillery bombardment. This cannot be used indoors.



Fig. 33-15. Smoke pours into the air from your designated artillery bombardment site. Shells rain on a large area surrounding the smoke. An artillery strike is good to place behind opposing snipers who can't see past the view of their scopes and won't notice the signal smoke.



Fig. 33-16. Toss your can to emit smoke, marking the placement of an air strike. Bombs fall in a straight line at the landing site of your toss. You need 50 percent of your power bar to call for an air strike.



Fig. 33-17. A Lieutenant can dispense ammo packs to his team members. Drop ammo packs at the feet of members in need. A full power bar yields four more ammo packs to distribute when you run out.



Fig. 33-18. If a teammate calls for ammo, an icon appears over his head. If you are far away from him, follow the icon placed on your compass to locate him. The closer you are, the bigger the icon grows.

Starting Ammunition Comparison

	<u>Weapons</u>	<u>Soldier</u>	<u>Engineer</u>	<u>Medic</u>	<u>Lieutenant</u>
	<i>MP-40 (Axis)</i>	96	64	32	64
	<i>Thompson (Ally)</i>	90	62	30	60
	<i>Sten</i>	96	—	—	64
	<i>Mauser</i>	20	—	—	—
	<i>Panzerfaust</i>	4	—	—	—
	<i>Venom</i>	500	—	—	—
	<i>Flamethrower</i>	150	—	—	—
	<i>Grenades</i>	4	8	1	1
	<i>Colt (Ally)</i>	32	32	32	32
	<i>Luger (Axis)</i>	32	32	32	32
	<i>Syringes</i>	—	—	10	—

Max Health Comparison

<u>Class</u>	<u>Health</u>
<i>soldier</i>	100
<i>Engineer</i>	100
<i>Medic</i>	123 (<i>self-healing</i>)
<i>Lieutenant</i>	100

NOTE

For an interesting variation on the three types of multiplayer games, try this: Create a game and go into the advanced settings. Select Max Lives and input a number. The number you choose represents how many lives each player has to lose. Once they are gone, the player is out of the game. Once an entire team is out, the other team is declared the victor. It's time to befriend a Medic or two!

Game Types

Return to Castle Wolfenstein offers three types of multiplayer games: Objective (default), Stopwatch, and Checkpoint.

Objective mode tests the abilities of each team by specifying certain objectives you must meet in order to secure victory. The first team to accomplish its objectives wins. The ability of individual members to work together as a team is essential in Objective mode.

Stopwatch mode is a variation of Objective and pits the two forces in a race to see which can accomplish its objectives in the shortest time. After every round, the teams switch sides in an attempt to beat the other team's previously set time. This mode illustrates whose team is the most balanced with regard to offensive and defensive capabilities.

In Checkpoint, teams vie to control a set number of flags that are scattered throughout the map. The last team that touches the flagpole claims it for its side. The winner is the first team that controls every flag, or the team that controls the majority of flags at the end of the time limit. Successful teams in Checkpoint are those that can work together in small groups while keeping the goals of the larger team in mind.

Quick Commands

The quick commands are pre-programmed audio commands. Use them to give information to your teammates without spending time typing it in.

You can change your quick chat preference from Alpha (default) to Numeric by accessing the Options menu and selecting Chat.

Quick Commands

Command Type	Text	Alpha	Numeric Statement
Statements	<i>The enemy is weakened.</i>	VSW	V12
—	<i>All clear.</i>	VSC	V13
—	<i>Incoming!</i>	VSI	V14
—	<i>Fire in the hole!</i>	VSF	V15
—	<i>I'm on defense.</i>	VSD	V16
—	<i>I'm attacking.</i>	VSA	V17
—	<i>Taking Fire!</i>	VST	V18
Request	<i>Medic!</i>	VRM	V21
—	<i>Ammo!</i>	VRA	V22
—	<i>I need backup!</i>	VRB	V23
—	<i>Need an engineer!</i>	VRE	V24
—	<i>Cover me!</i>	VRC	V25
—	<i>Hold your fire!</i>	VRH	V26
—	<i>Where to?</i>	VRW	V27
Commands	<i>Follow me!</i>	VCF	V31
—	<i>Let's go!</i>	VCG	V32
—	<i>Move!</i>	VCM	V33
—	<i>Clear the path!</i>	VCC	V34
—	<i>Defend our objective.</i>	VCO	V35
—	<i>Disarm dynamite!</i>	VCD	V36
Talk	<i>Yes (Team)</i>	VTY	V41
—	<i>No. (Team)</i>	VTN	V42
—	<i>Thanks.</i>	VTT	V43
—	<i>You're welcome.</i>	VTW	V44
—	<i>Sorry.</i>	VTS	V45
Global	<i>Yes (Global)</i>	VGY	V51
—	<i>No (Global)</i>	VGN	V52
—	<i>Enemy Weak (Global)</i>	VGW	V53
—	<i>Hi!</i>	VGH	V54
—	<i>Bye!</i>	VGB	V55
—	<i>Great Shot!</i>	VGS	V56
—	<i>Cheer/Celebrate</i>	VGC	V57
—	<i>More global chats</i>	VGG	V58
More Global Chats	<i>Thanks.</i>	VGGT	V581
—	<i>Welcome.</i>	VGGW	V582
—	<i>Oops.</i>	VGGO	V583
—	<i>Sorry.</i>	VGGS	V584
—	<i>Hold fire.</i>	VGGH	V585
—	<i>Good game.</i>	VGGG	V586
Function (Class)	<i>I'm a ...</i>	VF	V6



Beach Invasion

Games Available: Objective, Stopwatch

Overview: Allied forces are attempting to steal top-secret war documents from an Axis beach installation.

Allies

Allied Objectives

Objective 1 *Breach the sea wall.*

Objective 2 *Steal the top secret Axis war documents.*

Objective 3 *Get to the radio room and transmit the war documents.*

Secondary

Objective 1 *Capture the forward bunker.*

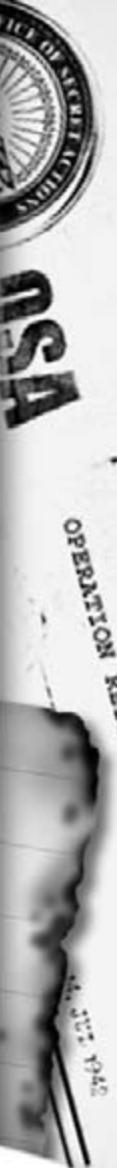
General Tactics

Objective 1: There are two places to breach the sea wall, both of which are equidistant from the beachfront. Make sure your team has a few Engineers and hightail it up the beach. Use the Sprint button to get you there double-time. Once at the wall, be prepared for massive aerial bombardment from enemy Lieutenants as well as multiple Grenades being tossed out of the forward bunker and over the wall. Any Engineers should be covered by heavy fire while they plant and arm the Dynamite.

Objective 2: Both the forward bunker door and the sea wall should be breached to make it harder for the Axis to defend. It is also imperative that you take control of the forward bunker so that you spawn there instead of on the beach.

From here on, you do not need an Engineer. Switch instead to an ammo-providing Lieutenant, a hard-fighting soldier, or an indispensable Medic. Make your way to the document room in as large a group as possible, because the Axis have the advantage and are waiting for you. Toss some Grenades into the open doorway or blast the room with a Panzerfaust. Follow that with a few Grenades, then get in there and grab the documents.

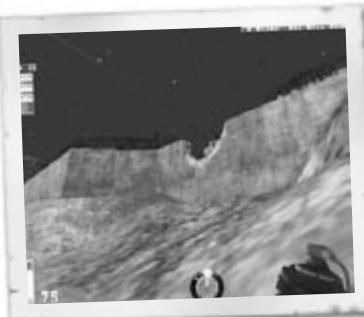
Objective 3: When the "Allies have stolen the war documents" text hits the screen, the entire Axis force accumulates around the radio room. Don't get nervous and try to make it to the transmitter on your own. Wait until your team has gathered and received medical attention before making the final run. You must travel up a few flights of stairs no matter which path you take, so watch for falling Grenades. Let the soldiers clear the way before the document carrier endangers himself. Remember, if you lose the documents, the Axis regains the advantage, and it will be that much harder to retrieve them.



Key Points



↑ The forward bunker door (sea wall door) is one of two ways into the Axis base. Destroy the door and take the flag in the bunker to give your team a forward spawn point.



↑ The sea wall is the second way into the Axis base. Once through, take the ladder to the highest level of the base and descend the back stairwell. This is the quickest path to the documents.



↑ This is your destination. There are four ways in, but only two ways out.



↑ After you have the documents, make your way up one of the two stairwells and get into this room. The documents are transmitted automatically after you enter this room.



↑ The vent entrance is under the rear stairwell. After you enter it, you have your choice of two exits. Both drop into the war room. Coordinate your attack so that multiple people simultaneously drop down.



↑ Grab a Mauser and head to Sniper Hill. Pick off the Nazis without fear of the MG42s. Bring a Lieutenant with you to keep your ammunition supply from running out.

Axis

Axis Objectives

Objective 1 Hold off the Allied invasion.

Objective 2 Prevent Allies from stealing top secret war documents.

Objective 3 Stop the Allies before they transmit the war documents.

Secondary

Objective 1 Hold the Forward Bunker.

General Tactics

Objective 1: The Allies will be rushing up the beach Normandy style. Cut them down with an MG42 or some rounds from your Mauser. If they reach the wall, call in an air strike or toss Grenades at the breach points. If you want to play "Rambo," hop over the wall and take them on as they come. Move to their spawn point near the boats and wipe them out when they appear.



Objective 2: If the Allies successfully breach the sea wall or the door, pull back and train your sites on the broken wall or the bunker exit. The lower pair of MG42s are ideal for cutting down anything that infiltrates these areas. Air strikes are effective, but don't inadvertently kill any teammates. If they make it into the base, retreat farther and cover the two stairwells. They must descend one of them, so stop them before they reach the bottom. It is easier to defend the stairwells than it is to defend the war room.

Objective 3: If they grab the documents, cover the top of the stairs. You have the higher position, so they should fall pretty steadily under your machine gun or Grenades. Also, take back the forward bunker, and put the Allies where they started.

Key Points



The forward bunker is a key defensive position. From it you can unload unlimited ammo at the onrushing Allies from the pair of MG42s. Also toss grenades at any Engineers who may be planting Dynamite at the door. Watch out for pesky snipers and approaching rockets.



Grab a Venom and hop onto this cabinet in the war room. Eviscerate anything without a trench coat.



If they grabbed the documents, wait for them here. Get them while they are climbing the radio room stairs or coming over the small bridge from the rear stairs.



After they breach the sea wall, lay down some suppression fire from this MG42. Guard the ladder that runs up the bunker wall; it is the fastest way to the war room.



Two stairwells, two ways to the documents. Successfully guard them both to win.



Jump onto the beach from the forward bunker's roof to wreak havoc on the unsuspecting Allies. If you are an Engineer, diffuse any bomb the Allies planted.

Depot

Games Available: Objective, Checkpoint, Stopwatch
Overview: The Axis and Allies are facing off in an abandoned depot. Each side has set up operations in the area.



Allies

Allied Objectives

Objective 1 *Destroy the antiaircraft gun.*

Objective 2 *Defend the field operations.*

Secondary

Objective 1 *Do not let the Axis advance past the west gate.*

Secondary

Objective 2 *Destroy the east gate for forward deployment.*

Secondary

Objective 3 *Take the forward deployment area.*

General Tactics

Objective 1: Depot is a unique map because both teams must balance offensive and defensive strategies. You must destroy the antiaircraft gun while simultaneously protecting the field operations.

To destroy the AAG, a large contingent of men from mixed classes should advance together in a coordinated assault. They should move through the warehouse (near the field operations) and down the elevator shaft. Once underground, continue past the first ladder up, as it will dump you right in the sights of an Axis MG42. Instead, all your men should climb the second ladder at the end of the tunnel.

When you jump off the ladder, one or two soldiers should crawl under the half-closed door and move out into the Axis courtyard. There they can engage any enemies at the foot of the rocky path and draw attention away from the AAG.

The rest should climb the stairs until they reach the next landing. An Engineer and a few supporters should jump onto the boxes in the open elevator car and climb into the Axis air ducts. The air duct ends above the Axis spawn point and around the corner from the AAG. The Engineer should wait in the duct until his supporters clear the immediate vicinity.

The rest of the contingent should continue up the stairs and exit the building next to the AAG. If all went well, you will engage the confused Axis on three different fronts. You will flank their defenses and pave the way for the waiting Engineer to drop out of the air duct and plant the charge.

Objective 2: You can't win if you don't have a strong defense. Have one soldier man the MG42 sitting in the boxcar near the field operations. From there he can slaughter any Axis troops who emerge from the trains.

A sniper and a Lieutenant should take up a position on the rooftops overlooking the train yard. Take the ladder in the elevator shaft to the top and fall onto the elevator. Jump down and follow the corridors until you reach the rooftops. You have a great shot at any Axis foe who ventures into your territory.

A few other soldiers should guard the elevator shaft, ensuring that no enemies emerge from below.



Key Points



Protect the Allied operations at all costs. Be aware of the Axis exiting the train and the warehouse to the left.



Because both teams are on the offensive and have an objective to destroy, controlling the flag in this area gives your team a tactical advantage. Your soldiers spawn very close to the Axis base.



Find this elevator shaft in the warehouse near the field operations. It leads to an underground tunnel that gives you multiple ways to enter the Axis base.



Equip a Mauser and get to this area overlooking the Allied compound. From here, thwart any Axis attempts to destroy the field operations. Make sure you take a Lieutenant to feed you ammo and watch your back.



This MG42 covers a wide area and is a great tool for defending the courtyard. Axis forces can enter the boxcar from the rooftops, but if the sniper spot is camped by teammates, you have nothing to worry about.



This is your objective. There are a few approaches to it, so learn the map and exploit them all.

Axis

Axis Objectives

Objective 1 Defend the antiaircraft gun.

Objective 2 Destroy the Allied field operations.

Secondary

Objective 1 Destroy the west gate for forward deployment.

Secondary

Objective 2 Do not let the Allies advance past the east gate.

Secondary

Objective 3 Take the forward deployment area.

General Tactics

Objective 1: Knowing where the Allies will emerge is all the edge you need to successfully defend the AAG. A few soldiers should patrol the area surrounding the gun. They should set their sights on two places in particular. The first is the door adjacent to the gun. The second is the small vent on the wall outside of your spawn point.

Next, defend your coal yard. Grab the MG42 to cover the first underground exit (near the base of the stairs) and guard the cargo bay exit at the base of the rock path. The final point to watch is the train garage. If all these points are covered, you'll have no problem defending the gun.

Objective 2: To take the Allied field operations, control the rooftops overlooking their train yard. Get a Mauser-toting soldier, a Lieutenant, and a Medic up there to have a huge advantage. Keep the Medic out of harm's way in case the sniper needs to be healed or revived. The Lieutenant can feed ammo to the sniper and call for artillery bombardments if the Allies overwhelm them.

Key Points



↑ Defend this gun or the game is over. Cover the stairs, vent, and rocky path to ensure no Allies will succeed.



↑ Detonate the gate and capture the flag to allow forward troop deployment.



↑ Take this tunnel to both the Allied base and the Allied sniper roost.



↑ Camping in this area allows you to inflict massive damage upon the Allied forces. Get here by taking the tunnel to the elevator shaft and climbing the ladder to the top. Turn and simultaneously jump away from the ladder to land on an elevator car. Fall through the roof and take the path until you reach the rooftops.



↑ This MG42 enables an effective defense of the tunnel exit and the rock path to the antiaircraft gun.



↑ This is your goal. Destroy it and the match is yours.



Village

Games Available: Objective, Stopwatch, Checkpoint

Overview: Allied forces are attempting to retrieve and escape with treasure stolen from the Axis-occupied village.

Allies

Allied Objectives

Objective 1 Gain access to the Gold inside the cemetery's crypt!

Objective 2 Steal the gold from inside the crypt.

Objective 3 Escape with the gold to the waiting truck in the village!

Secondary

Objective 1 Capture the northwest courtyard.

General Tactics

Objective 1: There are different paths to get to the cemetery's crypt, but the key is to capture and hold the northwest courtyard. Assault and capture the west courtyard to access the tavern. The tavern is connected to the cottage as well as the northwest courtyard. After you establish this, the wine cellar in the cottage has two access points to the cemetery area. This allows you to circumvent the entrance of the cemetery that is guarded by two MG42s.

A frontal assault is an effective diversion. Go to the central bridge and go through the tunnel. This may be heavily guarded, but you can go around the tunnel by going through the central courtyard and coming from behind. There are two ways to go from here. Either go through the destroyed cottage or go through the Axis deployment area. This will lead you to the cemetery. Watch out for fire from the rooftops and the MG42s guarding the entrance to the cemetery.

Objective 2: A quick way to the Allied truck is to go through the Axis deployment area and back to the central bridge. Go through the tunnel and head left through the south tower. Going through the wine cellar, tavern, and cottage to get to the southwest courtyard area, then the south tower is a convoluted path to take, but it is effective in losing pursuit.

Objective 3: To capture the northwest courtyard, go through the west courtyard guarded by an MG42. After this area is secure, you will have access to the tavern, the cottage, and the northwest courtyard flag.

Key Points



↑ This is the truck you must return to after you steal the gold.



↑ Destroy the crypt door to gain access to the gold inside. You can destroy the barbed wire blocking the path with a grenade, or hop the short wall at the corners.



↑ This low tunnel is the short way to the cemetery.



↑ Take the tavern to the northwest courtyard.



↑ Taking the northwest courtyard grants you forward deployment.



↑ Descend this stairway and head through the wine cellars to take the back door into the cemetery.

Axis

Axis Objectives

Objective 1 Defend the gold within the cemetery's crypt!

Objective 2 Prevent the Allies from stealing the gold!

Objective 3 Stop the Allies from escaping to the waiting truck in the village.

Secondary

Objective 1 Hold the northwest courtyard.

General Tactics

Objective 1: Holding the northwest courtyard will ensure that Allied soldiers must come thorough the west courtyard. There is an MG42 positioned to the only entrance. Stock up this area with fellow comrades to block access to the tavern. The tavern is connected to the cottage, the northwest courtyard, and the wine cellar. The wine cellar in the cottage has two access points to the cemetery area. As long as the west courtyard is secure, the Allied soldiers will not take the northwest courtyard, and they will have to go another way.

The central bridge and the central courtyard is another way for the Allied soldiers to get in. Position soldiers in the central courtyard area. They can come from the southwest courtyard entrance or the central bridge. There is a door that allows you to see if Allied soldiers are near the central bridge. Ventilate any you see. Watch the tunnel. Look to the left to see a gold door. Watch for any soldiers that pass by and send them a greeting.



Objective 2: If the Allies capture the northwest courtyard, secure the wine cellar. This allows you to block the two access points to the cemetery. If you must fall back, position soldiers over both access points to contain the enemy in the wine cellar.

At the Axis deployment area, position soldiers on the rooftops and in the destroyed cottage. Camping in the Axis spawn spots allows you to see if the enemy has penetrated the Axis deployment area. There is an MG42 guarding the outside entrance of the cemetery. Use it. Be careful because enemy fire from the rooftops can kill you in this position.

The last line of defense for the Axis is the cemetery. If everything is going to hell, position men at the access points from the wine cellar and keep sustained fire from the MG42 and from behind the wall near the crypt.

Objective 3: If the Allies get the gold, get soldiers to the south tower and the Allied truck area. Position some soldiers at the top of the tower to seal the area. Allied soldiers may go through the tavern and the west courtyard, so have soldiers in the southwest courtyard. Guarding the tunnel at the central bridge as well as the central courtyard makes it difficult for Allied soldiers to return.

Key Points



↑ Climbing the drainpipe in this courtyard gives you a nice sniping position.



↑ Control this MG42 emplacement to cover the cemetery.



↑ Stay in your spawn point to pick off Allies who approach the MG42 covering the outside cemetery.



↑ Effective defense of the west courtyard forces the Allies into a frontal attack on the cemetery. There the pair of MG42s guarding it will cut them down.



↑ This MG42 covers the main cemetery entrance.



↑ This tunnel is one way to get in. At the left is a gold door. Mow down any Allied soldier who passes by that door. Behind you is a hallway to the central courtyard. Covering these areas closes off that side of the level.

Das Boot

Games Available: Objective, Stopwatch, Checkpoint
Overview: Hidden away in the secret base is an Axis submarine you must destroy.



Allies

Allied Objectives

Objective 1 Destroy the Axis submarine with Dynamite.

Secondary

Objective 1 Clear the quick path to the submarine.

Secondary

Objective 1 Capture the central access room.

General Tactics

Objective 1: The quickest way to the submarine is through the filtration door. However, you should heavily guard that hall. Instead, head to the storage door and through the air ducts. From the air ducts you can circumvent the storage door and do one of two things. You can exit the ducts and take the central access room, or you can head down the ladder and swim to a room close to the submarine (Pool Chamber 3). Like the filtration door however, Pool Chamber 3 will be well defended.

Therefore, take the flag in the central access room. Send a few men deeper into the air duct and up the ladder at the end. They come out above the flag and can drop Grenades at the Axis below. Simultaneously, exit the duct on the other side of the storage door and directly take on the Axis.

When the flag is yours, it is time for a massive attack on the sub. Have a group of men jump over the small bridge and swim to the underbelly of the sub. The rest should push forth and confront any resistance in the rooms closest to the sub. This two-pronged attack divides the German forces and should ensure your victory.

Key Points



Destroy the filtration door to gain quick access to the submarine.



Circumvent the storage door by entering the air duct shown here. However, if the Axis controls the duct, detonate the door to create another path to the central access room.



Descending the ladder in the air duct allows you to swim to this point (Pool Chamber 3), one room away from the submarine.



Get to the central access room through the air duct or by detonating the storage door. Control the flag to have a good chance of taking the sub.



This is your objective. Destroy it by planting Dynamite near the tower.

Axis

Axis Objectives

Objective 1 Defend the Axis submarine.

Secondary

Objective 1 Do not let the Allies advance.

Secondary

Objective 2 Hold the central access room.

General Tactics

Objective 1: Split your men and defend the filtration door and the air duct. Controlling both cuts off all paths to your sub.

If the Allies destroy the storage door, pull your men from the vent and have them guard the waterway exit in Pool Chamber 3 as well as the central access room. Keeping control of the central access room is critical, so place the majority of your men there.

Key Points



This is the submarine; guard it with your life.



If you don't have the air duct in your control, guard Pool Chamber 3. Allies can access it through this pool of water.



Defend the central access room, or the Allies have a forward spawning point.



↑ Taking control of the air duct cuts off the Allied advance to the waterway. If the storage door isn't destroyed, the air duct and the filtration door are the only ways to the submarine.

↑ The filtration door is the quickest way to your submarine. If it's blown, don't let the Allies proceed through.



Communiqué

Games Available: Objective, Stopwatch, Checkpoint
Overview: The Allies must destroy the north and south radar controls. The Axis must defend them until the top secret message is finished transmitting.

Allies

Allied Objectives

Objective 1 *Destroy the north radar controls.*
Objective 2 *Destroy the south radar controls.*

General Tactics

NOTE

Destroy the radar controls in reverse order, taking #2 (south) first.



Objective 2: Move through the warehouse and into the inner compound. Take a right at the first fork and ascend the staircase. You emerge next to the south radar tower. Guard the stairs and the door to your right while the Engineer does his thing.

Objective 1: When the south radar controls are history, move through the open door and continue through the hallways until you reach the north radar, marked with the number 1. Defend the Engineer while he arms the explosives.



Key Points



↑ The Allies should opt for the back way instead of a frontal assault, taking the second objective first. Get there through the warehouse.



↑ While the Engineer is planting the dynamite at the South tower, a Lieutenant should cover the stairs and the far door, calling in air strikes.



↑ After taking tower 2, head to tower 1, taking cover behind these boxes and holding the hallway.



↑ After gathering a sufficient number of men, obliterate your final objective to win the match.



↑ This is the tunnel that is the more direct route to the Axis towers. If you choose this route, a barrage of enemy gunfire and explosives may cut you down.

Axis

Axis Objectives

Objective 1 Defend the north radar controls.

Objective 2 Defend the south radar controls.

General Tactics

Objective 1: The north radar controls are vulnerable if the Allies make it through the tunnel. Plant some soldiers on the bridge near the radar. Atop the bridge, they have an outstanding view down the length of the tunnel. Snipers should take a crouching position behind the large fuel truck near the tunnel exit. Don't move past that point, though, or an Allied MG42 will cut you down.

Objective 2: Soldiers carrying Panzerfausts and Flamethrowers should guard the door that leads to the Allied warehouse. It is next to the south radar. If anything emerges from the doorway, unleash hell.

Your remaining forces should guard the lower warehouse door beneath the radar array.

Key Points



Any Allied foe lucky enough to get through the tunnel should be mercilessly butchered by this MG42.



This is the reason the tunnel is an Allied death trap. You have a superior position above the exit from which to rain lead on the heads of any appearing enemy.



Discouraged by the tunnel, the Allies will come the back way. Hide behind these boxes adjacent to radio tower 2 and annihilate them as they come through the door.



Taking a defensive position here ensures no Allies make it out of the door on their way to the south radar.



This switch opens and closes the tunnel gate.



Assault

Games Available: Objective, Checkpoint, Stopwatch

Overview: The Allied Forces have taken over and secured what was once an Axis communications tower.

Allies

Allied Objectives

Objective 1 Defend the communications tower.

Secondary

Objective 1 Do not let the Axis advance.

Secondary

Objective 2 Prevent the Axis from breaching the gate hatch.

Secondary

Objective 3 Hold the gate area.



General Tactics

Objective 1: At the outset, send all your men to the gate area. Protect the hatch and your gate at all costs. Call in air strikes if needed. However, be careful of amassing too many people in the tower where an Axis Panzerfaust could eliminate them all.

If they succeed in entering the hatch, send a group of men to guard the warehouse door. The Axis must destroy the door to enter your base from underground.

If they rush through the front gate, operate the MG42 on the communications platform to cut them down. Basically, guard against a direct frontal assault and a sneaky underground infiltration.

Key Points



↑ The small alcove in this communications tower is what you must protect.



↑ Use this MG42 if the Axis rush through the front gate.



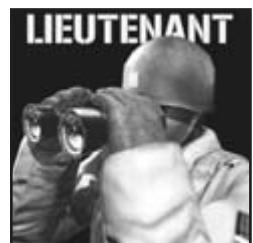
↑ Send a few men to cover the courtyard on the other side of this gate. Don't let the Axis take the courtyard, or they will be able to enter your base via underground passageways. Throw some smoke canisters over the gate and call in some air strikes if you become overwhelmed.



↑ A sniper in this area will have a wonderful shot at any Axis troops attempting to scale the tower ladder.



↑ If the Axis get into any of the access hatches, they must blow this door to get into your base. Greet them when they come through with some heavy artillery.



Axis

Axis Objectives

Objective 1 Destroy the communications tower.

Secondary

Objective 1 Destroy the door to the warehouse for quick access.

Secondary

Objective 2 Breach the gate hatch to create another passage to the communications tower.

Secondary

Objective 3 Capture the gate area.

General Tactics

Objective 1: Your first battle is to take the gate area and raise the Axis flag for forward deployment. Assuming you'll face fierce resistance, bring in the big guns. A Panzerfaust or two is of great assistance.

When the gate area is under your control, you have the option to attack the communications tower from above or below the ground.

If you proceed through the gate hatch, you need an Engineer to blow up the warehouse door in order to gain access to the Allied Base and the tower. After the door is blown, you'll face resistance all the way to the objective.

If you opt for an overland attack, you face heavy fire from an Allied MG42 as soon as you step through the gate. Grab a sniper rifle and attack the soldier from behind the gate. After the gunner is gone, rush the tower with as many men as possible.

Key Points



Get into the courtyard and blow this hatch. You'll now have underground access to the communications tower.



Don't forget to claim the flag in the gate area.



A sniper placed here will take out the Allied MG42 operator (on the tower) and any other enemies caught in the open.



Man the gun in this truck to put heavy fire on the Allied towers.



This hatch provides another entrance to the Allied warehouse.



This is your objective; destroy it with pride.



Castle

Games Available: Objective, Stopwatch

Overview: Allied forces are attempting to infiltrate the Axis-occupied castle and escape with the Sacred Obelisk.

Allies

Allied Objectives

Objective 1 *Blow up the coffin in the northeast courtyard with dynamite.*

Objective 2 *Steal the Sacred Obelisk from inside the crypt.*

Objective 3 *Escape with the Obelisk through the escape tunnel in the southern crypts.*

Secondary

Objective 4 *Destroy the west gate for fast access to the courtyard.*

Secondary

Objective 5 *Destroy the hallway gate for faster access to the courtyard.*

General Tactics

Objective 1: This is a tough one for the Allies. The Axis will have all their men guarding the coffin's perimeter, so gaining entry will be difficult.

First, send a few soldiers up both ladders and onto the rubble above the west courtyard. From there they should be able to maintain control of the courtyard. An Engineer should then destroy the west gate, allowing your men to meet up and make a coordinated assault.

When both the west courtyard and the west access room are under your control, constant pressure from all sides of the northeast courtyard should buckle the Axis defenses. Get an Engineer to destroy the coffin and reveal the Obelisk. Grab the Obelisk from the rubble (Objective 2) and hightail it back to the tunnel near your spawn point (Objective 3).



USA

OPERATION
VALKYRIE

Key Points



↑ This is the crypt. Destroy it and steal the Obelisk within.

↑ When you have the Obelisk, carry it through this tunnel.

↑ These ladders lead to the west courtyard. The first landing leads to the central hallway and the coffin in the northeast courtyard. The second allows you to perch high above the west courtyard and fire at any enemies who enter.



↑ Destroy this gate for direct access into the crypt. Take the stairs to wipe out any Axis forces guarding its perimeter.

↑ Destroying the west gate allows your troops to take either the stairs or the ladders to the central hallway.

↑ Look out for enemy soldiers waiting above when you are approaching the crypt.

Axis

Axis Objectives

Objective 1 Prevent the Allies from destroying the coffin in the northeast courtyard.

Objective 2 Prevent the Allies from stealing the Sacred Obelisk.

Objective 3 Stop the Allies from escaping through the tunnel in the southern crypts.

Secondary

Secondary Objective 1 Do not let the Allies advance.



General Tactics

Objective 1: Take control of the west courtyard and defend the central hallway, and the Allies will be unable to advance to the coffin. If your defenses fall, pull back into the northeast courtyard and cover the entry points.

Because of the large number of combatants in such a confined space, the Allies are at a disadvantage. After all, it is difficult to stay alive long enough to set and arm a charge. Have an Engineer or two ready to diffuse a charge just in case.

Objectives 2 and 3: If the Allies steal the Obelisk, it will be a race to the Allied tunnels. Get there first and kill the carrier to return the treasure.

Key Points



↑ Guard the central hallway to cut off the Allies' direct route to the coffin.



↑ Planting a soldier here deters any Allied Engineer's plans to blow up the hallway gate.



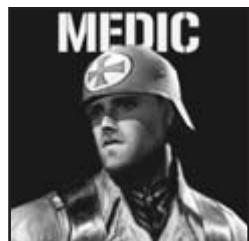
↑ A few soldiers should patrol the upper levels to finish any Allies who slip through the cracks.



↑ Taking control of the west courtyard hampers the Allied advancement.



↑ If the Allies grab the treasure, stop them before they reach this tunnel.



Destruction

Games Available: Checkpoint
Overview: Secure the Village.
Objective: Control all six flags.



General Tactics

Both teams should get to the courtyard as soon as possible. At that point, the Axis should control the northern, eastern, and western courtyard flags while the Allies should control the southern, western, and eastern courtyard flags.

The courtyard is the major hot spot, and whatever side takes it will obtain the majority of the flags. That team should reinforce their positions and hold the lead until the time expires. If they opt to take the rest of the flags, they must split their forces. It's a gutsy but unwise strategy.

Key Points



↑ The Allies should take this corridor and get to the courtyard as quickly as possible.

↑ The Axis should take this alleyway and get to the courtyard fast.



↑ Take the high ground in the courtyard and call in air strikes to wipe out your enemies.

↑ The Axis should man this MG42 in the courtyard to obliterate any advancing Allies.